

# ELECTRONIC GAMING MONT

## THE Pokémon PHENOMENON

**THE SEQUELS: GOLD & SILVER**  
Over 100 NEW Pokémon

- THE MOVIE
- COMPLETE TV EPISODE GUIDE
- THE MERCHANDISE  
(HOW TO SPOT A FAKE)
- THE CARD GAME

**WHY Pokémaniacs HAVE  
SPENT \$5 BILLION ON IT SO FAR**

**FULL  
PlayStation2  
Launch Details  
Revealed!**

**22**  
DREAMCAST  
GAMES  
INSIDE  
INCLUDING  
SHENMUE

EGM 124

November 1999  
\$4.99/\$5.50 Canada



# POKÉMON





It's not driving, it's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hair-pin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

[www.playstation.com](http://www.playstation.com)



Once he gets behind the wheel, things get ugly.



**REY**

**THE**

**GAME**

COMING

SOON



WWW.RAY.COM

# LOST



MY SPECIAL MOVES

Last seen with two software developers

**REWARD IF FOUND**

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE

55-KOBE



©1999 Nintendo. The NBA and the individual NBA member team designations used on this product are trademarks, copyrighted works and other forms of intellectual property of NBA Properties, Inc. and its respective NBA member teams, and may not be used, in whole or in part, without prior written consent of NBA Properties, Inc. © 1999 NBA Properties, Inc. All Rights Reserved. The "TV-10" logo is a trademark of Nintendo of America Inc. © 1999 Nintendo of America Inc. [www.nintendo.com](http://www.nintendo.com) Quality and System are trademarks of Nintendo of America Inc.



**NBA**  
**COURTSIDE 2**  
Presented by  
**KOBE BRYANT**



Steal his moves or start



from scratch with the Rookie mode



where it takes to power-up



your player is a little practice.

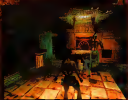
Only For 2











**It started 5,000 years ago. It's going to end now.**

Can Lara Croft stop an ancient curse from plunging the world into madness? Get ready for Tomb Raider: The Last Revelation, the epic adventure with everything you've been asking for. Seamlessly integrated gameplay and FMV sequences for non-stop action.

# TOMB RAIDER THE LAST REVELATION



Killer graphics with skin and 3-D texture mapping that even brings the dead characters to life. Along with diabolical new puzzles and a totally new inventory control system that make this the most incredible Tomb Raider ever. So while Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

**GORE**

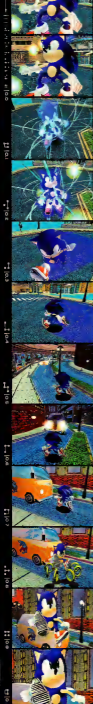
**EIDOS**

[tombraider.com](http://tombraider.com)

TOMB RAIDER, LARA CROFT, and the Tomb Raider logo are trademarks of Eidos Interactive Ltd. © 2003 Eidos Interactive Ltd. All rights reserved. All other trademarks are the property of their respective owners.



Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast Logo and Sonic Adventure are other registered trademarks or trademarks of SEGA Entertainment, Ltd. © 1999. All rights reserved.



# SONIC HAS A NEW LIGHT SPEED DASH

SONIC ADVENTURE

Sega Dreamcast

IT'S THINKING

## TOO BAD YOUR LAME-ASS REFLEXES ARE THE SAME

Yuji Naka's warp speed 3D adventure through 40 expansive worlds of bonus rounds and minigames where

4 playable characters snowboard, play pinball, fly and even talk. moving 360° never felt so good. [sega.com](http://sega.com)

SONIC  
ADVENTURE

GO BIG, HAWK-STYL. OCTOBER '99.

Available in 3D format on PlayStation®2, Xbox and PC. Skate and Fly Skates are trademarks of Activision, Inc. © 1999 Activision, Inc. Skate is a registered trademark of Activision, Inc. Fly Skates is a registered trademark of Activision, Inc. Skate and Fly Skates are registered trademarks of Sony Computer Entertainment Inc. Licensed by Nintendo. Nintendo, the official seal, Nintendo Game Boy and Game Boy Advance are trademarks of Nintendo Inc. © 1995 Nintendo of America Inc. This article is a trademark of the Interactive Digital Software Association. PlayStation network, Xbox Live, and Game Boy Advance are trademarks of their respective owners.



TEN TOP PROS

STREANER

Pull off hundreds of combos with insane airs, stunts and grinds.



ROWLEY

Go big or not it—then watch an instant "video" replay.



BURROUS

CLIPERS

CAMPBELL

Complete in one- or two-player vert and street competitions.

MUSKA

MURPHY

ACTIVISION

www.activision.com

Tony Hawk's  
PRO SKATER

REYNOLDS

LASEK

CHRISTMAS

Pick up everything, including top cars, in 18 neighborhood locales.

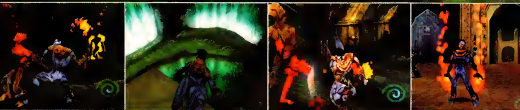
# LEGACY of KAIN™

# SOUL REAVER

"The Critics have Spoken on the  
Action /Adventure Game of the Year!"

"A technical achievement...  
Soul Reaver delivers an epic piece  
of vampiric literature.. 93%"  
- [IGNPSX.com](http://IGNPSX.com)

"Soul Reaver is a deep game  
possessed with a myriad of  
impressive little touches... 9/10"  
- [VideoGames.com](http://VideoGames.com)



"Soul Reaver's environment's  
are jaw dropping."  
- [Gaming-Age.com](http://Gaming-Age.com)

"98%"  
- [PS Extreme Magazine](http://PS Extreme Magazine)


"3D exploration and adventure at  
its finest... Game of the Month."  
- [Expert Gamer Magazine](http://Expert Gamer Magazine)







**Out  
Now!**



As Raziel, stalk Nosgoth feeding  
on the souls of your enemies

Engage your creator, Kain,  
in an epic struggle for dominance

Dark gothic story

No load times

[www.eidos.com](http://www.eidos.com)

**EIDOS**  
INTERACTIVE









# Letters to the Editors

## LETTER OF THE MONTH

### The E-Sak Legend

Ever since I learned about the man called Elephant Sak, I have been fascinated by him. I believe you will be shocked to see what I have found. While Searching West Turkey, I came across this: "Long ago, when the people of the world were new, one man rose above all. He was a strong man, and was made to conquer all. His name? Elephant Sak. He was the world's greatest hero. From his birth, he was the greatest fighter on earth."

Congratulations. You win an Interact controller. You will be receiving a Barracuda (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64" (N64).

See page 209 for official rules.



But something was missing. Over the years, E-Sak developed a great mastery of professional wrestling. Using his powers and mastery of moves, he joined the West Turkey wing of the WWF. After defeating all opponents that came his way, E-Sak needed a new rival. That is when he met the Llama of Death. The Llama of Death is revered world round as the most vile, evil llama to ever grace the earth. But E-Sak had an advantage. He was human. Elephant Sak and the Llama of Death had many great battles in the squared circle. Their greatest, perhaps, in the summer of 1976, where the Llama of Death and Mr. Face squared off against E-Sak and The Masked Guido, at the West Turkish WWF pay-per-view extravaganza, Royal Ackmedah. Their battle is one that can never be forgotten. It started out as a regular

Elephant Sak is fast becoming something of a mascot for us. Lots of people seem to have picked up on his significance to us and have sent

tag team match, but quickly became a spectacle of wrestling greatness. Great moves, great counter moves. Until the moment that changed West Turkish WWF wrestling forever, Elephant Sak had delivered his finishing move, Sak-o-Death, to Mr. Face when he got the victory at 25 minutes and 33 seconds. It was a joyous time. People all over West Turkey gave praise to Elephant Sak and The Masked Guido. Well-earned respect had finally been bestowed upon Elephant Sak.

Three months after this historic

## "From his birth, he was the greatest fighter on earth."



match, Elephant Sak decided to prove his use elsewhere, and the elsewhere was WCW. Elephant Sak had proven himself in West Turkey; all that was left was America. Soon, E-Sak was on his way to the Americas, ready to beat all of his opponents. But when he made his debut on WCW, he was forced to job to Hollywood

Hulk Hogan, because Hollywood didn't want to look weak in front of the fans. After this night, Elephant Sak was put in the jobber pool, and was quickly washed out of the ranks of WCW. Today, Elephant Sak has disappeared, but he can be seen all across American homes, in WWF Warzone and WWF Attitude. A small, but well-earned tribute to West Turkey's greatest and brightest star. Elephant Sak, we salute you."

Adam Robinson  
monkey\_savior@yahoo.com

pictures and other weirdness. This has to be the weirdest yet...but it certainly is appreciated. Who really is the Elephant Sak?

## LETTER FACTS

- Number of e-mails in EGM mailbox as response to Dreamcast issue (122): Over 4,000...twice what we normally have.
- Average number of e-mails to EGM@zd.com per month: 2,000
- Responses to our Review Crew position (Dept. E-Sak): Over 500
- Dept. E-Sak gets its unusual name from: Elephant Sak... EGM's special fighting character, as seen in all wrestling reviews since WWF Warzone.
- Who gets more mail? Elephant Sak, or Sushi-X? Sushi-X

## Zelda Is A Muslim?

I recently played through Zelda for the second time and noticed something interesting in the Fire Dungeon. I recognized the chanting you hear every once in a while from somewhere. Me being a Muslim American, I realized that it's a prayer. Translated it means "God is greatest." Has nobody else noticed this?

Ameen Belbahri  
ameenz@excite.com

No one else seems to have noticed this...but the Zelda games are filled with imagery and ideas from the "real" world.

## Bernie Stolar Was OK By Me

Some may be cheering Bernie Stolar's recent separation from Sega of America. However, no one should forget that Bernie is largely responsible for the success of the Dreamcast in the USA. The inclusion of the 56k modem, major retailers getting back on board with Sega, most of the big developers and publishers supporting Dreamcast, and AT&T as the preferred ISP were all things Bernie worked hard for.





 *by Marc Jacobs*

## THE TONGUE ::

HOLIDAY 1999  
FOR MORE INFORMATION CALL 212.967.9111





LETTERS

Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.

Sure, Bernie made some mistakes (Working Designs comes to mind) but doesn't everyone? In this long-time game player's humble opinion Bernie did a pretty good job and he will be missed. His heart certainly seemed to be with the American gamer and Sega of America.

Besides, wasn't it just too cool to call the COO of a large company by his first name and know that it was OK and expected? Thanks Bernie!

Glenn David Hanson  
glennhanson@webtv.net

It came as a big surprise to us all. The day the October issue of EGM went to press was when we heard about it. Although it's normal for senior management to come and go, we were surprised by the timing of Bernie's move. We were also surprised by the lack of sentiment in any of Sega's communications about him. Regardless of what happened, as you say, he became the "face" of Sega—and became a name that people knew. As an evangelist for the "new" Sega, he was certainly effective.

## Pokémon Has Anti Self-Abuse Message?

In the midst of all the Pokemania that's going around, there's one fact that seems to have gone unobserved; namely, the (ridiculous) length of Pikachu's arms. Look how short they are! He couldn't even put his hands together. And unless Pikachu isn't anatomically correct, his arms are too short to reach his genitals. Is this an anti-masturbation message from Nintendo? Are they saying that if only



**"Besides, wasn't it just too cool to call the COO of a large company by his first name and know that it was OK and expected?"**

### SHORTS

The very bottom of the EGM letters barrel.

You suck!  
andcage@tiscali.net  
OK, Why?

EGM, it's grand.  
Whoever says it  
sucks should be  
smacked by his hand,  
Your mag is my bible,  
It's cooler than Nigel,  
yep... EGM is best!  
barnes@adcom.com  
Thanks, Nigel! Who?

You know what would  
be REALY great? If  
you guys, as a subscrip-  
tion of your unkind  
love to us subscribers,  
sent me every  
Desirecast game and  
peripherals that will be  
coming out over the  
next year.  
sponkies@iqa.com  
No.

NFLKit is the best-  
looking sports game  
for any system. This  
is not an opinion, it is  
a fact. Change that  
to any other system  
because you are  
selling me Metal Gear  
Solid's blocky  
graphics are better!  
sponkies@iqa.com  
yep!

That's not what we're  
saying at all.

### 10 YEARS AGO

## Mistaken Identity

From EGM Issue Four

I thought your article on the 16-Bit systems was awesome! I have a question about the TurboGrafx-16 machine. You said it used cards similar to the Sega Master System's cards. Since they are close to identical, could you play Sega cards on the TurboGrafx, or vice versa?

Joe Neikirk  
Montville, NJ

While they appear the same, the Sega Master System and the TurboGrafx are about as different as Super Mario Bros. One and Two! The cards used in the PC Engine, TurboGrafx and the new Atari hand-held are essentially the same as the cartridges used in the NES and other popular game machines.

humans were physically unable to masturbate, they'd rise above their animal instincts to a higher plane of existence, uncaring of base material needs? Or is it possible that I'm reading too much into this? Pika pikal  
mr\_integrity@yahoo.com

You know what? You might be reading just a little bit too much into it. Although you're right...looking at him more closely, it has to be said that he probably can't reach. But then, do we really know if he's a boy or a girl?

## Metal Gear Pocket

I think that it would be a smart move by Konami to take the Metal Gear games for the original Nintendo, and convert them to Game Boy Color. I'm a huge Metal Gear Solid fan and have been trying to find the old Metal Gear games for Nintendo but have never been lucky enough to get my hands on them. Do you guys know if Konami has any plans? Or how about a version of

## Question of the Moment

### What do you think of Pokémon?

In the words of the world's best metal band (Metallica): "KILL 'EM ALL!"

boofwoto@aol.com

What's Pokémon? (I still pretend it doesn't exist.)

potin@qvis.com

Pokémon are the coolest thing since sliced bread.

dojgreat99@igml.com

I have to admit I was a little skeptical at first but once I got it I couldn't stop playing it!

piro615@aol.com

It's what America thrives off of: fads. Such as: Furby, Tamagotchi, Power Rangers, and the oh-so-wonderful Spice Girls.

tartyparty@aol.com

I didn't used to like Pokémon at all. Then my cousin recorded an episode and got the game and I found it kind of cool. The cartoon is interesting, the GB game is addictive, the N64 game is too short and is not worth the money, and the CD is um...different.

Nick O'Hair  
Calcium57@yahoo.com

I think parents everywhere are going broke buying Pokémon shit for their spoiled brat kids.

mr\_bigglesworthy366@  
yahoo.com

### Next Month's Question of the Moment:

**Donkey Kong...Nintendo savior, or just another franchise character?**

Send your short but sweet responses to: EGM@zd.com with the subject heading: Donkey

© 1997 Levi Strauss & Co.



MERVYN'S  
CALIFORNIA®

KOHL'S®

ODDY'S  
FAMILY CLOTHING

SEARS  
ROEBUCK & CO.





LETTERS

## You can write EGM at:

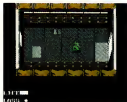
EGM Letters  
P.O. Box 3338  
Oak Brook, IL 60522-3338  
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

Metal Gear Solid for Game Boy? That would be cool.

Safe Al-Attar, Fremont, CA  
sharpslye@aol.com

Least thing we heard was that Konami had been considering lots of



options on this front, but had settled on releasing a version of Metal Gear Solid for the Game Boy Color. No release details are available yet, but we'll bring you news and screenshots as soon as we get anything.

## Dream Quake?

I was just wondering, do you think there is any possibility that a Quake game would be released for the Dreamcast? I'm sure I am not the only person out there who would love to see some massive fragging on Sega's new system.

barcodbaby@aol.com

As we've reported several times in



both the News section and in QMan, Quake II: Arena is currently in development for Dreamcast, although no release details are available yet. We quoted John Carmack last month when he spoke at QuakeCon...and things seem very hopeful that something would be ready soon.

"Hey Sega... didn't you want people to know about this thing?"

## Converted To Dreamcast

I think you guys are cool because you're not putting a bad rap on the Dreamcast and you're actually going along with it. I read your preview on Dreamcast in issue 122 and that really made me want it.

Bryan Leon  
BSaiyqj@aol.com

"I'm sure I'm not the only person out there who would love to see some massive fragging on Sega's new system."

Before we worked on that feature, we (as a bunch of avid gamers) had the same reservations as everyone else. We hadn't been impressed by the Japanese launch, and we were wary of Sega's internet plans. After we'd spent time with Sega though, we became believers...and the feature was something that we hoped could be enlightening for everyone.



## \$100m Worth?

I was watching MTV the other day and I came across a commercial for the Dreamcast. Do I see the DC in action though? No. Instead I get to see some guy who looks like he's on acid...and then for a VERY brief second, the Dreamcast symbol. Hey Sega...didn't you want people to know about this thing?

db3db3@hotmail.com

## LETTER ART

### WINNER

Craig Nicholas  
Petaluma, CA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



### The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

**EGM Letter Art**  
PO Box 3338  
Oak Brook, IL  
60522-3338

(All entries become the property of ZD Inc. and will not be returned)



### Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!



Susan Lee, Syosset, NY



Kristopher Jaesel  
South Lyon, MI



Flavio T. Tajiri  
Guarulândia, Brazil



# INTRODUCING THE NEWEST WAY TO PLAY BASKETBALL



Camera angles that put  
you in the action



Tons of different dunks



Addictive gameplay that's  
fast and fun

## SPORTS GAMES FOR SPORTS FANS.™

**foxsports.com**  
log on for more info,  
screenshots and downloads

 **nba.com**



Also on  
PlayStation®  
game console



**FOX**  
**SPORTS**  
**INTERACTIVE**

©1999 Twentieth Century Fox Film Corporation. All Rights Reserved. "Fox," "The Sports," "Fox Sports Net," "Go To Fox," "Fox Sports Interactive," "Fox Interactive," "Twentieth Century Fox" and their associated logos are trademarks and the property of Twentieth Century Fox Film Corporation. The NBA and individual NBA member team identification and use as in this product are registered trademarks and copyrighted designs, and/or other forms of intellectual property that are the exclusive property of NBA Properties, Inc. and the respective member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1999 NBA Properties, Inc. All rights reserved. "NBA" and the Basketball logo are either registered trademarks or trademarks of Basketball Properties, Inc. The "Fox Sports" and/or other services, the "Fox Sports" logo is a trademark of the Interactive Journal Software Association. "Basketball" used herein is the U.S.A. trademark of NBA Properties, Inc. All other trademarks are the property of their respective owners. This program may be used on a computer system that is compatible with the PlayStation 2 game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. THE SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE PS2 LOGO DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.





# FINAL FANTASY VIII

**SQUARESOFT**

[www.squaresoft.com](http://www.squaresoft.com)

Published by Square Electronic Arts L.L.C.



© 1999 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARESOFT, and the SQUARE SOFT logo are registered trademarks of Square Co., Ltd. U.S. Patent No. 5,550,527, 5,645,982. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Final and the Double D symbols are trademarks of Eidos Laboratories. The orange icon is a trademark of the Interactive Digital Software Association.



COLLECTOR'S PACKAGE

# FINAL FANTASY ANTHOLOGY™

FINAL FANTASY V

FINAL FANTASY VI

## LEARN FROM THE PAST

Two complete, classic RPGs never before released on the PlayStation® game console.



Countless magic spells and job skills to learn as you follow epic storylines through 60 hours of gameplay.



This special package includes stunning, all-new CG cinematics unique to this collection.



Contains a bonus soundtrack CD featuring favorite music from both games.



**SQUARESOFT®**

[www.squaresoft.com](http://www.squaresoft.com)

Published by Square Electronic Arts L.L.C.



© 1997, 1998, 1999 Square Co., Ltd. © 1987, 1999, 1998 Square En. Ltd. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. FINAL FANTASY, SQUARESOFT, and the SQUARE SOFT logo are registered trademarks of Square Co., Ltd. FINAL FANTASY ANTHOLOGY is a trademark of Square Co., Ltd. U.S. Patent No. 5,000,017. 00000003. The MUSIC FROM FINAL FANTASY V AND FINAL FANTASY VI are presented exclusively by Square Electronic Arts L.L.C. and is not developed or sponsored by Sony Computer Entertainment America or other Sony affiliates.



LETTERS

# \$5,000,000,000

That's a lot of zeroes. Yep, \$5 billion is the amount of money the Pokémon franchise has taken to date. That's for the games, the toys and all the other knickknacks.

It's supposed to be a "teaser" and no doubt by now you've seen the full campaign, complete with some of the game ads. We think they're pretty cool...almost like mini-movies. The early stuff was maybe a bit too vague though, relying too much on gamers' knowledge about the system.

## Living, La Vida Loca

In an age where gaming companies are trying to come up with the next big thing, I believe I have stumbled upon this so-called "Big Thing." Ricky Martin is a hot Latin star and is currently the biggest thing to hit America, while console gaming is at its highest point it's been in some time. So it's only natural that the two go together, right? Welcome to "Ricky Martin: Lvin' La Vida Loca." You are Ricky as you help him find the real meaning of "Living the crazy life." Ricky explores his 3D, fully



interactive world with his good friend Yoda. Together they try to foil the devilish James Van Der Beek from Dawson's Creek. It seems that Mr. Van Der Beek is stealing all the craziness out of Ricky's world and he has to get it back. Other teen heartthrobs make guest appearances such as Britney Spears and the Backstreet Boys. This game will be big for two reasons:

1. Ricky Martin is dreamy and 2. Ricky Martin is a hottie. Although I haven't found a publisher yet, I feel it's just a matter of time. I have included a sneak peek sketch of the game.

poopington@aol.com

I don't think there's any response to that which could really convey what I'm feeling right now.



**"Instead of wanting gamers to really enjoy a completed work, they want to eek as much money as they can out of this deal."**

## To Be Continued

Is it just me or did anyone else feel a little shocked at the ending of Soul Reaver? It was like buying a 500-page book only to discover there is only writing on 250 sheets and that it ended in the middle of an action sequence. Now don't get me wrong, I'm not bashing Soul Reaver as a game, in fact it is one of the best I've ever laid my hands on. The beginning, gameplay, graphics and in-game events were fantastic; however, the ending was

completely frustrating. I was left with a sense of incompleteness. When I fought Kain the second time, in the clock tower, I thought it was the halfway point in the game. The next thing I know a "TO BE CONTINUED" sign shows up and the credits roll. I sat in disbelief for quite some time, when I came out of shock, the TV was off and I was in bed. I had no idea how I'd gotten there, but as I marvelled at the audacity of people who would do such a thing, it came to me. Instead of wanting gamers to really enjoy a

WE LOVE GAMES... DON'T YOU?

## Stop Bitching About Bias



I'm just online and reading your latest issue right now (September 1999 Dreamcast cover). But anyway...I'm just sick and tired of people accusing you guys of being biased toward a certain system. [mikyexpress@aol.com](mailto:mikyexpress@aol.com)

Why is your mag so biased? I used to get it but now I get Next Gen because it sickens me how much you butt-kiss Sony. [talcorsoo@aol.com](mailto:talcorsoo@aol.com)

You guys are loyalists to the PlayStation, and act like the N64 is s\*\*\*. You've already destroyed the Saturn, and I guess it isn't as easy to destroy the best home console system in the world, the N64. The fact is, Nintendo has bigger, better, higher-quality games than the PS will ever, so you can tell Sony to stop paying EGM, because it's not gonna work. Don't forget that the N64 had two games that were considered the greatest of all time (Zelda and Mario), as opposed to the PS's zero.

[spary85@aol.com](mailto:spary85@aol.com)

Why do you guys always give Nintendo games better scores than PlayStation games? Why are you so biased? Is it just because Sony is so successful? Are you trying to be

clever? The PlayStation ruled! Stop being biased.

David Kzinski, CA

I feel, personally, that Sega is going to make a comeback. I feel the Dreamcast will be pretty popular. I'm thinking of buying one myself and praying to God that Sega doesn't screw this up. Don't blame the media. Everything they say about a system, in the terms of whether it's good or bad, is opinion. EGM is a good magazine, and is not biased. Open your eyes. They are not out there to ruin Sega's chance of a comeback.

[david.hobson@ss.austin.tx.us](mailto:david.hobson@ss.austin.tx.us)

This ridiculous paranoia has to stop. The fact that we get letters saying the same thing about all systems just goes to prove how silly this is. All game systems are fantastic...just because you're particularly loyal to one, doesn't mean that others are bad. It also doesn't mean that there is evidence of bias where there is not. Games are a form of entertainment (just like movies or music) and that's how we look at them and rate them. If we feature more PS games, it's simply because more are released. We endeavor to cover ALL video games. You'll find that we've rated the "good" games on all systems accordingly—and we'll continue to do so. There is no conspiracy and no favoritism...we just say it like we see it. If a game's good, it's worth shouting about, regardless of what system it's on. It's all supposed to be fun. Chill out, they're games.

## Pre-Derby Checklist

- Weld Doors Shut
- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy

# DESTRUCTION DERBY 64



### Hit the Road!

Get into 24 Vehicles, from Stock Cars to Hot Rods to Ambulances.



### High Speed Chaos!

Up to 12 Opponents Battle Simultaneously on a Dozen Arenas and Tracks.



### Multiplayer Mayhem!

Deathmatch, Destruction Race, Bomb Tag, and Capture the Flag Modes.



### Hardcore Demolition Action!

Exploding Cars. Realistic Damage.



## SMASHING GOOD FUN

Destruction Derby 64 © 1999 Polygram U.S. Download by Looking Glass Studio. NBA license published exclusively by THQ Inc. Under license from Polygram. Destruction Derby, Polygram and the Polygram logo are ® and TM of Polygram U.S. THQ and the THQ logo are trademarks of THQ Inc. Nintendo, the Official Seal, Nintendo 64 and the 64-bit logo are trademarks and registered trademarks of Nintendo of America Inc.



**INTELLIGENT GANG WARFARE**

Earn Respect

Get Work

Fight In a Gang

Betray your Bosses

Join your Enemies

Start Turf Wars

**Faster Cars. Busier Streets.**

**Neatier Bad Guys.**

**More Aggressive Police.**

**And now, the FBI and the**

**Army are getting involved.**



**GET THE DEMO AT:**

**[WWW.GTA2.COM](http://WWW.GTA2.COM)**





Grand Theft Auto Is Back.



# GTA2

RESPECT IS EVERYTHING.



**NICE TO SEE COPS EAT SOMETHING  
BESIDES JELLY DOUGHNUTS!**



No, you're not paranoid, man. They are out to get you. Luckily, you've come prepared with a beast of a car and the guts to run it to the redline. Watch the gap grow between you and the cops dude, as the gap between your accelerator and the floorboard disappears.



# TEST DRIVE<sup>®</sup> 6

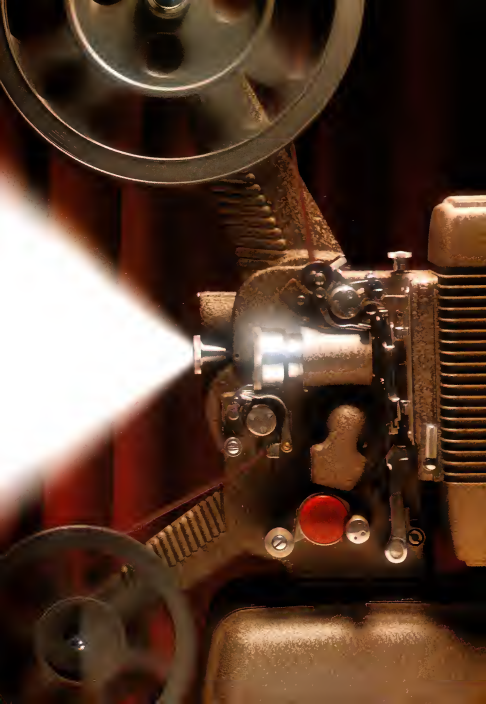
[www.tddemo.com](http://www.tddemo.com)

- Over 100 vehicles
- Over 20 real-world tracks
- Multi-player racing
- Cop chase mode
- Huge Jumps



Sega Dreamcast To order direct call: 1-800-245-7744

**IF IT WERE A MOVIE,  
IT WOULD HAVE 5 STARS,  
SHOW 8 WORLDS  
AND PLAY FOR 30 HOURS.**



TOO BIG TO BE A MOVIE

# DONKEY KONG®



Can an adventure be too big? Can mayhem be too crazy? To find out, join Donkey Kong® huge new worlds that go on forever. You'll meet Donkey and Diddy's new friends, Lanky and Lanky, and discover new moves. And you'll come up against the biggest, toughest bosses you could imagine. Over 100 new games you can play along the way. Is it too big? We had to include the N64 Expansion Pak™ to





TOO BIG TO BE A MOVIE.

# DONKEY KONG<sup>®</sup> 64



Can an adventure be too big? Can mayhem be too crazy? To find out, join Donkey Kong<sup>®</sup> in his greatest challenge ever. You'll discover huge new worlds that go on forever. You'll meet Donkey and Diddy's new friends, Lanky, Chunky and Tiny, with hundreds of exciting new moves. And you'll come up against the biggest, toughest bosses you could imagine. On top of that there are crazy new arcade side games you can play along the way. Is it too big? We had to include the N64 Expansion Pak<sup>™</sup> to even make it possible.

BIGGER OBSTACLES. BIGGER BOSSES.  
BIGGER WORLDS.



Only For 2







LETTERS

## Ask Sushi-X

Got a game-specific question for our resident Ninja? Write him at:

**Sushi-X**  
PO Box 3338  
Oak Brook, IL 60522-3338  
e-mail: sushi\_x@zd.com

**Q:** Has Street Fighter EX2 or any of the SFIII series made it to the PlayStation yet?

Marlo Sanchez Sansares  
CD, Victoria, Tamps  
Mexico

**A:** Neither has appeared on the PlayStation, and at this late stage, it is unlikely Capcom will take the time to rework these games for an older platform. Remember, SF EX2 runs on a System 32, while SFIII is pure CPS3s driven. A PlayStation version would mostly likely suck. My ninjas in Japan tell me that Capcom is working on SFIII for the Dreamcast though, so we'll see.

**Q:** Hi Sushi-X, I wanted to know your opinion about Tekken Tag Tournament and what the best game for the PlayStation is. Also, what's your favorite game?

Fernando A. Nunez  
Brazil

**A:** Fernando, personally, I think TTT is Namco's way of tiding players over until Tekken 4 hits proper on the PlayStation 2. Even if it's just Tekken 3 with an extra button, the game has enough added value to give it a different feel. It's not coming to the PS though so don't hold your breath. Best fighting game on the PS is SFA3, duh! And my favorite game is the DC version of SFA3, duh!

**Q:** When is Chrono Trigger 2 coming out, and for what system?

bettenha@bvsd.k12.co.us

**A:** Chrono Trigger 2 is coming to the PlayStation this winter in Japan and it's supposed to hit these shores sometime next year. Oh, and you know that they're releasing Chrono Trigger for the PlayStation in Japan, right?

**Q:** Are they ever going to make another Spawn game? And do you think they should remake Mortal Kombat 1 or 2 for the PS or N64?

Alex Solorzano  
Grand Terrace, CA

**A:** Yes and for the love of all that is decent, no.



THE LOWEST SCORE EVER

0.5

The lowest score EGM has ever given **ANYTHING** went to the N64 version of Superman by Titus. Johnny England wasn't a fan.

completed work, they want to eek as much money as they can out of this deal. The bigwigs probably figured, "Why put it all in one package, when we can wait a few months and charge another 50 dollars for the second half?"

dragonzj@aol.com

**When we produced our cover feature for the February 99 issue of EGM, there were indications that the game would be much bigger. Speaking with the producers it seemed that the original plan was for the game to be much bigger. All of Razel's brothers were supposed to be bosses, the glyphs more significant, there were to be forges for sound and water...and Razel was supposed to learn an ability that would let him shift between realms at will. The staff was removed for a variety of reasons (see News for full story)—but the result does leave something of an Empire Strikes Back-ness to the whole thing doesn't it? It's still a great game though, eh?**

## Give Superman A Break

You have to give Superman a little credit. At least they give you the option to increase the difficulty as you go along, instead of playing the whole game



on easy, only having to start all over again on hard.

kevinlot@aol.com

You may be clutching at straws there somewhat. Face it, Superman is one of the worst games ever made.

## An Englishman's Desires

I want to know why there aren't more European games being brought

over here. As an Englishman living in Mexico City I own an NTSC PSX and N64, but this means I cannot play games that are only released in Europe such as Premier Manager 99, Brian Lara Cricket, UEFA Champions and other sports management games. This sucks! Why don't they release any of these games? I am desperate for some kind of soccer management sim, anything! Do you know if there are any plans to release any of these games, or other games previously only available in Europe?

Thomas Schaller  
thegooner@mail.com

*P.S. John, what soccer team do you support, and do you know if Michael Owen's World League Soccer will be released in the States?*

Soccer's getting bigger here...but it's going to be a while before you see management games I would imagine. As for the specifically English football stuff...that isn't going to happen as it's too uniquely Anglo-centric. If you have a PC, you might want to look at Championship Manager 3 (from Eidos in U.K.) instead. It's the best there is. Check out [www.gamespot.co.uk](http://www.gamespot.co.uk) for info—and demos of some of the other games you're interested in.

*P.S. Nottingham Forest and no, it probably won't.*

## DOPS!

- Last month, **Ready 2 Rumble** should have received a **Silver Award**...not a Platinum. It's good, but not that good.
- And before anyone else writes to us...yes, we know, **Mario Golf** needed a **Silver Award** in issue 122. This has been amended in the Review Archive.
- In our **Pac-Man World** review we accidentally mentioned **Capcom** instead of **Namco** in the text.
- Finally, in our **Pokémon Snap** preview we got **Todd and Ash** mixed up a little. Simple mistake. We don't get up that early on Saturdays. *The instigators of all of these problems have been strung up and forced to play Superman.*

# GET A KICK RIGHT WHERE YOU SIT!

Take the big step ahead with Intensor™ fx - the SuperSound gaming seat with VIBRA-KICK technology! Don't stand for just "kicking-back" with your favorite games, videos or music. Kick it up with sound waves surging through your body. Get intense as you ride on the electro-magnetic Vibra Kicker flanked by extra-range stereo speakers. Feel the reality of sound turned into powerful tactile energy anywhere, any time, from any audio source. Take advantage of a real technical knockout, Intensor™ fx with VIBRA-KICK.

Vibra  
"KICKER"  
in seat

Model IGS 500

## Enter to win a \$100 gift certificate!

Just log on at [www.intensor.com](http://www.intensor.com) to find out more about the Intensor™ fx and how you can win a \$100 gift certificate!



All Gaming PC/Console Systems And Software



TV, VCR, DVD, DSS



Music - Tape, CD, MiniDisc, MP3

# INTENSOR



SuperSound Gaming Seat With VIBRA-KICK Technology.

Available now at your favorite gaming store or quality electronics retailer.

imeron  
Immerse Technologies

INTENSOR™ fx and Sensory Entertainment! Experience the Imersion trademarks. © 1999 imeron, Inc.



Sega Dreamcast.



©AUTOMOBILE CLUB DE MONACO

Tous droits réservés. Tous droits réservés. Tous droits réservés.

Ubi Soft  
ENTERTAINMENT



# MONACO

*JUST WHEN*

*YOU THINK*

*YOU'RE*

*GOD'S GIFT*

*TO RACING,*

*IT ALL*

*BLOWS UP*

*IN YOUR FACE.*



Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 17 famous international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the spectacular power of the Sega Dreamcast™ and approved by the masters of the Automobile Club de Monaco. Feel the burn.

Also available for the Nintendo® 64 and PlayStation® game console.

*"...ultra-detailed racing animal"  
- EGM*

# GRAND PRIX



© 1998 Sega Inc. All rights reserved. Sega and the Sega logo are registered trademarks of Sega Corporation. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Windows, and the Windows logo are either registered trademarks or trademarks of Microsoft Corporation. Sega, Sega Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd.



## Press Start The Hottest Gaming News on the Planet

# PlayStation 2 A Reality



**S**ept. 13 began with an earthquake rocking Tokyo. That night, Sony rocked Japan in a different way. It's now official—the name of what Sony has been calling the “Next-Generation PlayStation” since last March is PlayStation 2. Why they just couldn't have called it that from the beginning, we don't know. The system will

be released in Japan on March 4, 2000 for a price of 39,800 yen (about \$375). This is the same price the original PlayStation was introduced at in 1994. Steep, yes, but you get a lot for that money. Included in the package is one Dual Shock 2 controller, one high-capacity 8MB memory card, a PlayStation 2 demo disc, AV Multi cable and an AC power cord. The system will also be able to play DVD movies, straight from the box.

SCEI President Ken Kutaragi hosted the conference, opening it by saying that Sony's approach with this new system isn't simply to conquer the new generation of the video game market, but to establish a new Computer Entertainment Market. “It was a great challenge to come up with a design for PlayStation 2.” Will it look more like a PC? Surely, it doesn't look like any console video game system ever released.

Gone is the gray color

synonymous with the PlayStation, replaced by blue and black. According to the system's designer, Mr. Koto, the black represents the infinity of the universe, with the blue representing the Earth (the water planet). Just when you thought the days of a front-loading CD tray were over, it's back with the PlayStation 2. The “PS” logo will remain the same, although a very futuristic-looking PS2 logo adorns the top of the machine. There are two controller ports...not four, as we had expected, apparently due to cost-saving measures—and two memory card slots on the front of the machine just like the first PlayStation, but there's also two USB connectors and an IEEE1394 on the front for future expansion. On the back is a Type III PCMCIA card slot for things like modems and ethernet cards (for cable modem and broadband communications, all part of the PS2's future). Also in the back is an optical out for Dolby Digital AC-3 and DTS sound. You can position the system in two different ways: horizontally, or vertically with an optional

stand (sold separately)

Surprisingly, when you place a disc in the CD tray while it's vertical, it doesn't fall out. It reads



**If you thought Namco did a good job with Soul Calibur on Dreamcast, wait until you see what they've done with Tekken Tag. Not only are the characters super-detailed, but individual blades of grass move, there is superb water effects, and each arena is fully 3D—not just a single bitmapped texture. Some stages even have spectators watching the fights. Tekken Tag is a launch title.**



The retail boxes will be the same as DVD keep cases.

CD-ROMs at a 24x speed, and DVDs at 4x. Perhaps that will mean faster loading not only for PS2 games, but PS4 games as well.

Sony's Dual Shock 2 will be released simultaneously with the system (available separately for 3500 yen—\$33), and is an evolved version of Sony's analog controller. All the buttons (except Select and Start) on the Dual Shock 2 are analog, based on how hard you're pressing the buttons. It's also backward-compatible with all previous Dual Shock games. We were able to take it for a test drive after Sony's presentation, and it doesn't feel any different than the regular Dual Shock. All previous peripherals made for PlayStation 1 (except devices that plugged into that system's expansion port, like the GameShark) can be used on PlayStation 2, including the PocketStation. And although there's still no firm plans to bring PocketStation to the U.S., it wouldn't be surprising to see a new model of PocketStation for PlayStation 2 which incorporates the technology of the new 8MB memory card.

Speaking of which, also packed in with the system and available separately at launch is a new High Capacity 8MB memory card (also 3500 yen—\$33). Just to compare, the original PlayStation memory card was 256k, so the new card has over 30 times the memory capacity of the old one. It's also super-fast...up to 250 times faster data access than the current PS memory card. It also has encryption techniques (called "MagicGate") built in that will be used when Sony introduces its network plans for 2001 and beyond.

Games will be delivered on both CD-ROM and DVD-ROM. Instead of the traditional black CDs, PlayStation 2 CD-ROMs will be blue in color. PlayStation 2 DVD-ROM titles will come on silver discs. Jewel cases have been replaced by plastic Amaray cases...already in wide use with DVD. To illustrate this, Sony showed off a prototype box of Gran Turismo 2000.

PlayStation 2 is not going to have anything to worry about as far as software support is concerned. So far, 46 North American and 27 European companies have joined with 89 Japanese publishers to develop titles for the system. There are currently 84 titles in development, with another 128 titles tentatively planned for release sometimes within the first year or so of the system's availability. Sony showed the crowd a video of five selected launch titles: Gran Turismo 2000 (SCEI), Tekken Tag Tournament (Namco), Kessen (Koei), Dark Cloud (SCEI) and The Bouncer (Square/Dream Factory), all of which were demonstrated for attendees after the show along with Street Fighter EX3 (Capcom), Densen (SCEI), Unison (Tecmo),

Eternal Ring (From Software), Take the A-Train (Artlink) and Popolocrois III (SCEI). Among the developers working on games are Atlus, Capcom, Chun Soft, Eidos, Electronic Arts, Enix, Konami, Namco, SNK, Square, Tecmo, Titus, Infogrames, Ubi Soft, Acclaim, Activision, Agetec, LucasArts, Midway, THQ, Working Designs and The 3DO Company. Big titles on the "in development" list include a Bio Hazard (Resident Evil) series game from Capcom, Bust A Move 3 and Star Ocean 3 from Enix, Gradius III & IV from Konami, Bloody Roar 3 and Bomberman 2001 from Hudson, a new Ridge Racer and 500 GP from Namco, I.Q. Remix (Intelligent Cube Remix) from SCEI, Tenchu 2 from Sony Music, Ninja Gaiden (called "Kunai" in Japan) from Tecmo, a new Cool Boarders game from UEP Systems and Robocop and Roadsters Trophy 2000 from Titus.

Starting from 2001, Sony will offer network communication options, but not via modem. Instead, Sony is jumping straight to broadband, through an ethernet connection via cable modem. Sony will release a hard disk drive to take advantage of the speed, allowing gamers to download game data and demos. The company also plans on offering various e-distribution services, which will be helped along by the encryption technology utilized in the new memory cards.

The development system for PS2 games is a slightly larger version of the system which can be networked together for easier game creation. The dev system itself has two modes of operation: a regular PS programming/debugging mode and a workstation mode, allowing tools to be used in a Linux development environment, putting all the tools needed to create a game on PS2 in one box, without the need for a separate PC.

Sony expects to sell a million units within the first two days of the system's availability. U.S. and European launch dates are still scheduled for fall 2000.

Screen shots from top to bottom: Armored Core 2, Boku to Maoh (The King and I), XFire, Onimusha, Ridge Racer, Street Fighter EX 3, Gran Turismo 2000





PRESS  
START

## DEVELOPER PROFILE

### Kodiak Interactive

Location: Salt Lake City, Utah  
Web Site: [www.kodiakgames.com](http://www.kodiakgames.com)



**Current Project(s):** WCW Mayhem (N64 and PlayStation).

**Some of our favorite wrestling video games include:** Fire Pro Wrestling—Six Men Scramble. The original Tag-Team Wrestling, along with Taito's Mat Mania and Mania Challenge provided coin-op players the chance to finally become participants in the glorious world of professional wrestling. But as far as the current generation goes, THQ/Asmik's WCW/NWO Revenge is the current champ.

**Most challenging aspect of developing a wrestling video game is:** Some try to be "Mortal Kombat with Wrestlers," but we decided that our priority was to provide the players with an easy-to-control game with an authentic look in terms of moves and environments. Providing controls and AI which equally satisfy beginners and hardcore Wrestling fans was the ultimate challenge in building the game.

**The most exciting thing about the next-generation systems, is, in our opinion:** Being able to add back to the game all of the cool design ideas that end up on the cutting room floor due to technical limitations of the current machines.

**If there's one thing we would change about this industry, it's:** The constant pressure to build compelling titles in a short deadline—driven by the undeniable fact that Christmas comes but once a year. Second, the frequency of platform transitions is both great and horrible. Everyone's excited about the potential, but the economic realities are harsh.

**Story behind our name:** Our company's president was raised by friendly Alaskan bears that were a lot of fun to play with, hence the title, "Kodiak Interactive." It was either that or we couldn't come up with anything we liked better.

## Game Boy Gets Advanced

In the wake of its Space World expo, Nintendo announced the next generation of Game Boy hardware, tentatively called Game Boy Advance. The system will feature a 32-Bit RISC-based CPU at its heart, developed by UK-based ARM Corp. (who develops CPUs for cellular phones) which will be able to display 65,000 colors simultaneously. The new system will be able to play Game Boy and Game Boy Color titles, but those developed for the Game Boy Advance will not play on any previous incarnations of the portable.

Game Boy Advance will also have the ability to connect to a cellular phone (or a PHS phone in the case of Japan) for Internet connectivity such as downloading games, e-mail and chat. Though if that will be achieved with any kind of intuitiveness on a handheld game system is still unknown. Nintendo says that a digital camera device will be made available for the unit (not the existing Game Boy Camera) that will allow you to see your opponent while playing network games on the Advance.

The most interesting part of Nintendo's announcement is that they are partnering with Konami to form Mobile 2i, a jointly held

software development company which will create games for the new handheld. Staff members from both Nintendo and Konami will be brought to Metro 2i, which will not only develop games for the Advance, but Dolphin as well. There will be some kind of connection between the new handheld and the Dolphin, which will likely become clear as the release of both systems gets closer.

Nintendo Co. Ltd. Chairman Hiroshi Yamauchi said that he sees the new handheld and its network capabilities as a way to explore new ways of multiplayer gaming, likening the system to a personal communications terminal more than a video game system.

Game Boy Advance will be released in August 2000 in Japan, and Christmas 2000 in the U.S. and Europe. A retail price for the system has not been announced.

But the real question in all this is: Do we need another Game Boy system that isn't backlit, isn't even up to the resolution of the NES, and has a slightly smaller screen? More colors and 32-Bit, yes, but at what price?

[www.nintendo.com](http://www.nintendo.com)

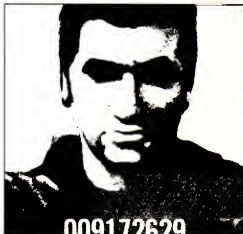
### GAME BOY COLOR VS. GAME BOY ADVANCE

SPECS:	Game Boy Color	Game Boy Advance
<b>CPU:</b>	4/8 Bit Z80 work-alike at 8mhz	Memory embedded 32-Bit RISC CPU (core design by ARM)
<b>LCD:</b>	Reflective TFT Color LCD (By Sharp)	Reflective TFT Color LCD (By Sharp)
<b>Display Size:</b>	58.42mm x 58.42mm	40.8mm x 61.2mm
<b>Resolution:</b>	166 x 144 pixels	240 x 160 pixels
<b>Maximum colors displayed:</b>	56 colors	65,000 colors
<b>Size:</b>	Approx. 78mm (H) x 133.5mm (W) x 27.4mm (D)	Approx. 80mm (H) x 135mm (W) x 25mm (D)
<b>Weight:</b>	Approx. 138g	Approx. 140g
<b>Power Supply:</b>	2 AA batteries	2 AA batteries
<b>Battery Life:</b>	20 hours of play	20 hours of play
<b>Launch Date:</b>	Nov. 15, 1998	August 2000 (Japan), Christmas 2000 (North America and Europe)
<b>Suggested Retail Price:</b>	\$69.99	TBA

# WANTED:

## THE WHEELMAN.

BY MIAMI • NEW YORK • SAN FRANCISCO • LOS ANGELES POLICE DEPARTMENTS



SUSPECTED WHEELMAN SHOWN HERE

#witness comments

"... A HIGH SPEED THRILL RIDE!"

Newsweek

"IF YOU'RE A FAN OF WHITE KNUCKLE DRIVING ACTION, LOOK NO FURTHER."

NextGen

"BUY IT!"

Maxim

"...HIGH SPEED ACTION MAKES IT A RIDE YOU WON'T WANT TO MISS..."

GamePro

"ONE OF THE MOST ENTERTAINING CAR GAMES AROUND."

Official PlayStation Magazine

evidence items

# DRIVER

YOU ARE THE WHEELMAN™

DRIVER.GTGAMES.COM



EVIDENCE



Driver™ © 1999 GT Interactive Software Corp. All Rights Reserved. Created by Reflections Interactive Limited, a GT Interactive Software Corp. studio. Published & distributed by GT Interactive Software Corp. Reflections and the Reflections logo are trademarks of Reflections Interactive Limited. GT is a trademark and the GT logo is a registered trademark of GT Interactive Software Corp. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective companies.







PRESS  
START

# 300,000

PRE-SELLIN'

Over 300,000 Dreamcast systems were pre-sold prior to the Sept. 9 launch date.

TIBBITS

## PlayStation 2 Hacks Up Furballs



Bizarre Creations' cartoony Dreamcast (and PS2) action shooter *Furballs* will be published by Acclaim...**Rockstar announced that it has signed on a variety of top-level hip-hop groups for *Thrasher: Skate and Destroy*, *Run DMC*, *Public Enemy*, *The Sugar Hill Gang*, *The Freestylers* and *Sniper* are among those lending their musical fingerprints to the game, which hits stores in November...**

**Sony is working on a sequel to *Alandra* in Japan (Working Designs released the first one in the U.S.)...**

**Midway's next *Blitz*-type sports arcade game will be a baseball title, and *Off-Road Thunder* (developed by *Kalisto*) is on the way...**Ubi Soft is not only bringing out *Evolution* for Dreamcast, but may continue a relationship with ESP, bringing out *Evolution 2* and *Grandia 2* outside of Japan...

**THQ has announced it will publish games for Dreamcast. The first will be *Felony Pursuit* in Spring 2000...**SCEA has set a release date for *Gran Turismo 2* in the U.S.—December 7...

**Medieval a is coming to PlayStation...**Hasbro Interactive's less-than-stellar *Centipede* is coming to Dreamcast...

**Sony's injunction against *Bleem!* has been denied, meaning it's clear sailing for the emulator at least until the official trial begins next year...**The co-creator of *Mortal Kombat*, John Tobias, along with two other original MK team members have left Midway to pursue other opportunities. It's not known what those are yet, but we're sure this won't be the last we hear from them...

***Chrono Trigger* will be re-released on the PS this winter in Japan, with new animated sequences. Let's hope Square brings it out here!**

## Soul Reaver...Edited?

If you've been playing Eidos/Crystal Dynamics' *Legacy of Kain: Soul Reaver* and were puzzled by the game's abrupt end, you're not alone. Some of the things that the team originally planned for the game were changed/taken out before its release. And, if you go back and read the feature story we did on the game in *EGM* #115 (February 1999), you might notice that some of the story line and gameplay elements we told you about aren't in the final game.

Why? We spoke with Amy Hennig, the game's producer/director to clear up why the game changed during development. Hennig told us, "The decision to split it into two games was actually made several months ago, it's not something we decided at the very last minute, just to rush the product to the shelves. We realized a while back that we had essentially over-designed the game, and that the epic story we wanted to convey was too ambitious for a single product. Once we came to terms with this realization, we had a difficult decision to make—should we further delay the game's release, or should we bite the bullet and leave *Soul Reaver* with a cliffhanger ending, to be resolved in the (already-planned) sequel?"

"Realistically, the former really wasn't an option—there were both internal and external pressures to get the game out, without any further delays. And so, somewhat reluctantly, we decided to make it a two-parter—and despite our own disappointment, we realized that this decision was really a blessing in disguise. Because of schedule pressures, we felt we had already compromised the latter portion of the game, squeezing characters and story events into too small a space, and too short a time. We had abandoned cool ideas and mechanics, because there wasn't time to do everything we wanted to do. Saving these ideas for the sequel meant that we could give them the breadth and care that they deserved."

Hennig told us that areas excised from the final product amount to only a small fraction of what appears in the final game—speculations that a half or a third of the game was deleted are simply inaccurate. (For those familiar with the game, the deleted terrain is the equivalent of the *Silenced Cathedral* level0. And, most were areas that the team wasn't that happy with or felt that spending time on them rather than areas that were going in the right direction wouldn't be the

most effective use of time.

"Those gamers who have avowedly completed and enjoyed *Soul Reaver* (even with the cliffhanger ending) should not feel differently about the game after hearing about the edits," she said. "For someone who took 40 hours to complete *Soul Reaver*, the deleted material would have only accounted for another 4-5 hours of gameplay."

"The main thing I want to convey to fans of the *Kain* series is that the team and I are 110 percent committed to this franchise, and care deeply about it," she said. "There's no corporate conspiracy to cheat the consumer, to get two games out of one game's worth of material. We simply just felt that we were compromising *Kain*'s epic story by trying to cram too many major events into the last 30 percent of *Soul Reaver*. I agree that *Soul Reaver*'s ending was abrupt, and I would have loved the time to make it more elegant. But I'm confident we made the right decision in saving these events for a full-fledged, follow-up title; for fans of the *Kain* story, this was the best possible decision we could have made."

[www.eidosinteractive.com](http://www.eidosinteractive.com)



Amy Hennig, producer of *Legacy of Kain: Soul Reaver*, explains why the game changed so much between our feature and the final product released in late August.



A Jedi Knight must  
remain focused.  
Mastery of the Force  
requires that one  
purge all unnecessary  
activities from daily life.

## STAR WARS EPISODE I THE PHANTOM MENACE

Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*.

As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



[www.lucasarts.com/products/phantommenace](http://www.lucasarts.com/products/phantommenace)  
[www.starwars.com](http://www.starwars.com)

© LucasArts Ltd. & TM. All rights reserved. Used under authorization. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. 3D accelerator hardware required for PC version.

# Ever Driven **200 MPH?** On a rain-slicked, twisting track? With **15** other And laughing about it? In that cocky **English**



Actual screenshots from PC version.



**Drive for 8 official teams with 16 customizable cars, including Honda, Ford and Nissan.**



**Race in varied weather conditions on up to 18 complex, specially designed circuits.**



**Seize the lead against up to 8 players via a PC network and up to 4 with PlayStation.**

© 1998 & 1999 The Codemasters Software Company Limited. "Codemasters" All Rights Reserved. "Codemasters'98" is a registered trademark of Codemasters Limited. "HeadCam"™ is a trademark of Codemasters. BTCC The British Touring Car Championship, BTCC, and all its variations, copyrights, trademarks and images used or associated with the RAC British Touring Car Championship are registered trademarks of BTCC Limited and are being used under license by Codemasters. Distributed by Activision. Activision is a registered trademark of Activision, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the properties of their respective owners.

drivers? All trying to run you off the road?  
accent? That really, really  
**pisses you OFF?**



Race for gritty glory in full-throttle, full-contact British touring car competitions. You've got to learn the tracks and know your limits before you'll earn the victory lap on these shores. Consider it payback for the Revolution.

The **Ultimate** Head-to-Head Racing Sim.



7 play modes, with multiple difficulty levels, welcome beginners and challenge experts.



[www.toca2.com](http://www.toca2.com)

**Codemasters**

[www.codemasters.com](http://www.codemasters.com)

OFFICIAL GAME OF THE AUTO TRADER RAC BRITISH TOURING CAR CHAMPIONSHIP



Available for PC CD-ROM and PlayStation<sup>®</sup> game console.



PRESS  
START

## Nintendo's Long-Delayed 64DD Sees the Light of Day in Japan

It's been a long time in coming, but the 64DD is finally a reality—in Japan, at least.

The current plan is that it will be released around Dec. 1, although an official launch date for the system in Japan hasn't been announced. Nintendo and Recruit have set up a new company, RandNet DD, which will handle the DD and its online service (RandNet). The online service will offer downloadable games and extra data for existing games (such as extra tracks, cars or playable characters), multiplayer online gaming, a "spectator" option where you can watch online game tournaments taking place, e-mail magazines and MP3-encoded music, to name just a few of the services planned. Web browsing and e-mail will of course come standard.

While speculation puts the 64DD at a 15,000 yen (\$138) price point, the exact pricing details of the system and its online service, as well as retail availability of the DD haven't been announced yet. The DD setup comes with the N64 modem cartridge, a modular phone cable, the N64 Memory Expansion Pak, the 64DD itself and a Member Disk, allowing you to access the Internet and special members-only Web pages.

Nine titles for the DD were showcased at Space World: *Kyojin no Doshin 1* (Doshin the Giant 1), *F-Zero Expansion Kit*, *SimCity 64*, *Youssef Ide's Mahjong School*, *Gendai Daisennjaku: Ultimate War*, *Japan Pro Golf Tour 64*, *Talent Studio*, *Paint Studio* and *DT*.

### Kyojin no Doshin 1 (Doshin the Giant)

This is perhaps the wackiest N64 game yet. You star as a big yellow giant on a tropical island. Since you're so big, you have the run of the place, deciding what to do. For instance, you could decide to smash houses or raise the land, build or smash mountains, etc. Depending on how you act, you'll grow in size and either become good or evil. And, even



Games available at the launch of the 64DD in December include *SimCity 64* (top left), *F-Zero Expansion Kit* (top right), *Paint Studio* (bottom left) and *Talent Studio* (bottom right).

after you've turned the game off, time marches on in the tropical paradise, so you could turn it on the next day to find that something's happened. It's possible that this game will see a release in the U.S. on cartridge.

### F-Zero Expansion Kit

Just as it sounds, the *F-Zero Expansion Kit* allows you to edit and save your own tracks (up to 100) for *F-Zero X*. There's also two additional cup races of new, pre-programmed tracks, and you can save up to three ghost racers for each course.

### SimCity 64

As mayor, you decide the fate of your city as you build it from the

ground up. With *Paint Studio* you can edit characters in the game, and even put yourself in there!

### Talent Studio/Paint Studio

These two titles are part of the Mario Artist series. *Paint Studio* is much like *Mario Paint*, but you can use the *Game Boy Camera* and the 64 GB Pak to put yourself in your pictures! *Talent Studio* is just as fun, where you can create whole scenes with your face plastered on a polygon body to dance around, fight or whatever else you can think of.

Some of these games might show up in the U.S. as cartridge games, but how that'll be handled and when they'll be released has not been announced yet.

[www.nintendo.com](http://www.nintendo.com)



When you get a 64DD, it comes with everything you need (at left, except the N64 itself, of course). That cartridge is the modem cart. RandNet DD, formed by Nintendo and Recruit, will handle releasing all the DD games and its online service.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast Logo and The House of the Dead are either registered trademarks or trademarks of SEGA Entertainment, Ltd. © SEGA ENTERTAINMENT, LTD., 1999. All rights reserved.



◀ IT GIVES YOU A CHANCE TO FIGHT  
BRAIN HUNGRY ZOMBIES ▶

THE HOUSE OF THE DEAD 2

Sega Dreamcast

IT'S THINKING

◀ APPARENTLY YOU'D RATHER SUCK HATCHET ▶

new characters travel branching paths on 6 intense levels for ultimate replayability to confront over 20

kinds of mutants with hatchets, chainsaws and razor sharp teeth, check your shorts for cake. ::: [sega.com](http://sega.com)





without any problem.' That's what the situation is with Dolphin. Dolphin can do that, N64 cannot do that. Your energy can then be concentrated not on how to increase the number of game characters, but how you are going to make use of these five or so more characters on the screen. Having said that, it may put you as a creator into another problem, because now you can use as many players as you want and you've got to sort them out in your own mind so that you can manage to control that in the end.

**EGM:** How is development progressing on Super Mario for Dolphin?

**SM:** I've been told not to say anything about that.

**EGM:** So that's confirmed then?

**SM:** At least I am working on it...I am the kind of designer who starts with an experiment. In the case of Wave Race, I started from the experiment of making waves. If Mario is surfing on the wave, it's going to be a Mario game, if it's Link, then it will be a Zelda game. That's how I decide what game to make.

**EGM:** How does the Dolphin's use of DVD affect the way you develop/create a game?

**SM:** I still believe that cartridge is the best medium for software development, so I have to tell you that I feel some inconvenience making games on DVD as the new medium for the new platform. But at the same time it's very important that the cost for the medium is going to be stabilized and it's good for our own teams because we don't have to take into consideration that the memory size will decide the cost of the software to the retailers. Now all we have to be mindful of is how much time and energy we are going to spend in the

creation of new software. That is going to be reflected upon the final price at retail. Dolphin may follow the same concept of N64, which was originally called Project Reality. It will have much more functionality with advanced technologies, like AI. It is becoming much easier for us to install actual AI into the game characters because we are going to have a much more powerful CPU which should be enough to realize this concept. Rather than the calculation ability, it's the ability to simulate something real. That is going to be heightened or advanced. Until now, the freedom in making games has been expanded with the advent of new technologies in the game field. But we have not come far enough as to make something very free.

**EGM:** Competing systems all have very ambitious online gaming plans. Do you see the internet as the future of Dolphin as well?

**SM:** There's got to be something Dolphin has with the internet, because from now on we can't create entertainment without thinking about network communication. At the same time, we are an entertainment company so we have to take into consideration the cost associated with network games, and the ages of the users, who are actually going to make use of it. If we consider these two points right now, I have to tell you that there is not a big market right now for Dolphin to involve a significant internet business. Nintendo, as an entertainment company, has a responsibility to parents and children so that the parents can always feel secure to provide their children with Nintendo machines, hardware and software. So because of that I don't think network capabilities will be the core of the Dolphin project.

[www.nintendo.com](http://www.nintendo.com)



**BOSSSES  
ARE  
FOR  
SLAVES.**

**CHEAT  
CODES  
ARE FOR  
LOSERS.**

**PLAY  
REAL PEOPLE  
ON HEAT.NET**



**IT'S CALLED  
COMPETITION**

**100+ GAMES, INCLUDING:**

- QUAKE II™
- KINGPIN™
- UNREAL TOURNAMENT™
- BALDUR'S GATE™
- TOTAL ANNIHILATION™

**[PLAY  
OR  
KEEPS]**

© 1999 SledgeHammer, Inc. HEAT and HEAT.NET are trademarks of SledgeHammer, Inc. All rights reserved. All other trademarks are the property of their respective owners.





PRESS  
START

## International News

### Last-Minute Update From ECTS

As we're going to press with this issue, the European Computer Trade Show (ECTS) is going on in London.

Making its debut in playable form at the show was Ridge Racer 64, which is actually based on the very first PlayStation Ridge Racer (but with better graphics, obviously).

PlayStation 2 was on everyone's minds as well, as several companies announced that they were developing or had specific titles in mind for the new Sony machine (see the first two pages of news for the full scoop). And, Dreamcast held strong as it prepares for its mid-October launch in Europe.



A 3D remake of Blaster Master (Top - Saturn/PS), UEFA Soccer (Bottom Left - Infogrames/DC) and Worms Pinball (Bottom Right - Infogrames/PS) debuted at ECTS.

### International Tidbits

Sonic Team is announcing four new games in September. One of them is Sonic Adventure International, basically the U.S. version of Sonic Adventure but with Japanese as its default setting. The second of the four is Samba De Amigo, a music game where you play the maracas. YES!

Speaking of Sega, they've got a new first-person NAGMI shooter on test in Japanese arcades, called Outriggers. Gameplay is similar to Quake, only in smaller arenas so you're always near an opponent; it will make its first official appearance at JAMMA.



Sony Computer Entertainment Inc. has announced it's working on a new four-CD PlayStation RPG called Legend of Dragon. The game's currently lined up for a December release in Japan.

Nintendo will begin a version of its Nintendo Power convenience store game distribution service on Nov. 1 in Japan. Twenty-one titles will be available day one, including Super Mario Bros. DX, which hasn't been released as a stand-alone game in Japan yet.

Dragon Quest III will head to Game Boy next year, according to Enix president Yasuhiro Fukushima. Dragon Quest VII hits PlayStation this year, but for the moment, Enix denies that they're working on a DQ game for PlayStation 2, yet are they working on six PS2 projects.

On the Dreamcast front, Treasure's N64 shooter Bangaloh (very cool game, btw) is headed to Dreamcast in December. Let's hope someone picks this up for a U.S. release. Capcom's got more DC projects, too, with Street Fighter III Double Impact (a combination of SFIII and SFIII: 2nd Impact),

### IMPORT CALENDAR

## Dragon Quest I&II



**Import Pick of the Month:** Dragon Quest I&II, a collection for the first two Famicom Dragon Quest games on GBC.

#### PlayStation

- 9/22 Biohazard 3: Last Escape, Capcom (Adventure)
- 9/30 Derby Stallion 99, Ascii (Misc.)
- 10/7 Zili O'Li, Koel (RPG)
- 10/7 Psychic Force 2, Taito (Fighting)
- 10/14 Robbit Mon Jya, SCEI (Action)
- 10/21 Magical Drop F, Taito (Puzzle)
- 10/28 Koudelka, SNK (Adventure)
- 10/28 Baroque, Sting (RPG)
- Oct. Rockman 4: New Ambition!, Capcom (Action)
- 11/25 Valkyrie Profile, Enix (RPG)
- 11/25 Tokimeki Memorial 2, Konami (Sim)
- Nov. Marvel Vs. Capcom: Clash of Super Heroes EX Edition, Capcom (Fighting)

#### Dreamcast

- 9/23 Espion-age-nts, NEC Home Electronics (Action)
- 10/14 Sonic Adventure International, Sega (Action)
- 10/28 Shenmue Chapter I: Yokosuka, Sega (FREE)
- 10/28 Zombie Revenge, Sega (Action)
- Nov. Maken X, Atlas (Action)

#### Game Boy Color

- 9/23 Game Boy Dragon Quest I&II, Enix (RPG)
- 10/22 Qix Adventure, Taito (Action/Puzzle)
- 11/21 Pocket Monsters Gold, Nintendo (RPG)
- 11/21 Pocket Monsters Silver, Nintendo (RPG)
- 11/25 Beatmania GB2 Culture Mix, Konami (Misc.)

\*Schedule subject to change without notice. Consult your local import game store for the latest release information.



## Dave underestimated the party guests' hatred of charades.

Don't let this happen to you. With the new **YOU DON'T KNOW JACK**®, your PlayStation® game console may just be a life saver. Not to mention, one of the greatest party games ever invented. (Nude twister comes in a close second.)

One, two or three players at a time get scorched by JACK's sarcastic game show host. You and your friends wrestle over more than 1,400 seriously bent trivia questions on two

**If only he'd suggested  
YOU DON'T KNOW JACK.**

CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get **YOU DON'T KNOW JACK** and nobody gets hurt.



**SIERRA**  
attractions

**BERKELEY**  
SYSTEMS

**Jeopardy!**



©1999 Berkeley Systems Inc. Berkeley Berkeley Systems and the Berkeley Systems logo are trademarks or registered trademarks of Berkeley Systems Inc. ©1999-1999 Jeopardy! Inc. YOU DON'T KNOW JACK, Jeopardy! and the Jeopardy! logo are registered trademarks of Jeopardy! Inc. Sierra and Sierra Attractions are trademarks of Sierra Dr. Linn Inc. Any other trademarks are the property of their respective owners. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.



**TEEN**  
Comic Material. Strong Language  
Suggestive Themes.  
For more information on this product,  
rating, prices, call 1-800-771-3713



Q - MAN

## Quartermann - Video Game Gossip & Speculation

**T**he Q's spies have all just gone out and bought Dreamcasts with copies of Soul Calibur and a pair of fighting sticks...we strongly recommend that you do the same, if only to prevent a nasty rumor from coming to fruition. It's nearly all next-generation system news this month... and with the Q's spies jetting off to Japan and Europe in the coming months we expect to be able to bring you all sorts of juicy rumors between now and the turn of the century.

**RUMOR** There are currently all kinds of stories circulating about the follow-up to Metal Gear Solid, with the most specific originating in the U.K. Stories of the new game being set in Peru are running apace along with details of its confirmed status as a PS2 title.

**TRUTH** The Q's spies have been looking into this since the first game came out, and from what we've learned it would seem that the next Metal Gear is a long way off. Don't expect to see this under the name Metal Gear Solid 2 though. It'll almost certainly have the Metal Gear prefix, but no final title is confirmed yet. Current estimates for a release put it at some time in late 2001 (maybe even later here) and indeed have it slated as a PlayStation 2 title. As far as the story goes, it seems apparent from our probes that things will pick up a few years after MGS. Snake will be forced out of retirement to continue his pursuit of Ocelot and this will lead to his eventual discovery that the president is in on the whole conspiracy (as revealed at the very end of MGS). Expect a massive budget game with all of the frills of a major production. PS2 games are estimated to weigh in with a minimum development cost of \$5 million...expect the Metal Gear sequel to be budgeted at a considerably higher cost than that.

**RUMOR** The Command & Conquer series is drawing to a close, but the next installment will be designed with PlayStation 2 in mind. **TRUTH** This isn't strictly true. Yes, the final 'real' installment of the Command & Conquer series, C&C: Tiberian Twilight, is in development right now, and is far enough ahead that it's out of its 'design' cycle. It won't however be coming to any consoles. The rumored PS2 title is a first-person perspective shooter set in the C&C universe titled Commander & Conquer Renegade. Nicknamed 'Up Close and Personal' by the development team, Renegade looks set to be a Quake-like blaster that makes use of all the weaponry

and heavy artillery that is familiar to C&C fans. Expect some amazing-looking graphics (apparently it makes Quake III look outdated) that make use of all the fancy effects the PS2 is capable of producing. EA and Westwood are confident that Renegade will be a U.S. and European launch title for the system, with a PC version preceding it by several months.



### Command & Conquer Renegade

**RUMOR** Namco has canned all of its Dreamcast development. **TRUTH** The Q's spies have been particularly concerned about this rumor as they've all got a special soft-spot in their hearts for the Dreamcast these days. The ugly rumors began when it transpired that Soul Calibur didn't perform as well as hoped in Japan. Although going straight in at number one in the charts, it fell the following week and is continuing to flag with each passing week. Despite anticipation that it will be a huge seller in the U.S. (and by the time you read this it surely will be already) Namco is still more focused on the Japanese market than the West. The result is that other projects have apparently been shut down. Hopefully this may change if the Dreamcast performs spectacularly well in the U.S. and Europe...so it's up to everyone reading this to make sure it's a success!

**RUMOR** Staying with Namco for a moment...we've heard a lot more rumors about the Tekken saga in the past month with rumors floating around about PlayStation 2 launch titles, the fate of Tekken Tag as a home game and the mythical Tekken 4. **TRUTH** Our most reliable sources at the moment now seem to be indicating that a vastly enhanced version of Tekken Tag Tournament will actually be a Japanese PS2 launch game, not Tekken 4 as previously thought. This puts all the Dreamcast and even PlayStation rumors to rest that have been going around for the past couple of months.

Expect something even more impressively updated than Soul Calibur was for Dreamcast. We've heard from reliable sources that the game makes use of the 3D CG models from the Tekken 3 intro movie as the actual in-game models. As for Tekken 4—it seems that this is also destined for PS2 (and an arcade system based on the same technology) and will almost certainly not be titled Tekken 4.

**RUMOR** Final Fantasy IX will make a move away from pre-rendered backdrops and will make use of a fully 3D environment. **TRUTH** This one's been floating around for a while, and the Q-network can't find anyone who can back it up. The fact that FFXIX is a PlayStation game (and not PS2) makes us think that Square will stick with tradition and do one last gorgeous-looking game before shifting to the new system. Expect more news on this one next month. **RUMOR** The next 'big' RPG from Square after FFXIX will be released on both PS2 and Dolphin. **TRUTH** This is unlikely...but we do know that Square is currently looking at development for Dolphin, and will be making a triumphant return to the Nintendo format at some point in the next two or three years. **—"The Q"**

JAPAN TOP 10		
1	SD Gundam G Generation-D <small>Genda</small>	
2	Everybody's Golf 2 <small>SC21</small>	
3	Kikkou Powerful Pro Baseball '99 <small>Konami</small>	
4	Dokuroero Issyo <small>SC21</small>	
5	Mario Golf GB <small>Nintendo</small>	
6	Yugioh Duel Monsters II <small>Konami</small>	
7	Mecanor 2 (Kabuto Tagawata Version) <small>Inageer</small>	
8	Soul Calibur <small>Namco</small>	
9	Mario Golf 64 <small>Nintendo</small>	
10	Dance Dance Revolution <small>Konami</small>	

Weekly Famitsu, week ending 8/22/99



NFL GameDay 2000 gives you 1,200 new plays and 200 new motion captured moves designed and performed by 45 NFL players. There's a Training Camp Mode to practice plays, and a GM Mode to manage your team over multiple seasons. We've even added a revolutionary telestrator along with Dick Enberg and Phil Simms commentary. Now everyday is game day.



[www.989sports.com](http://www.989sports.com)



PRESS  
START

## The Top 20 Best-Selling Games of July, 1999

### 1 - Driver



**GT Interactive's** action driving game *Driver* (fitting name, don't ya think?) tops our list this month. With a Dreamcast and N64 version still looming as possibilities, and a sequel almost assured, this won't be the last we hear of Reflections.



NEW

8.5 John D. 8.5 Shoe

8.0 Shawn 8.5 Oren



7



8.0 Review Crew

### 2 - Pokémon Pinball



Take Gator's Revenge, insert the Pokémon characters, add a rumble-enhanced cartridge, and you've got **Nintendo's** Pokémon Pinball. Lots of fun to play—you'll find yourself playing for hours to catch them all.



8.0 Review Crew

### 3 - Pokémon (Blue Version)



It's Pokémon domination this month as **Nintendo's** slew of new Pokégames take hold of four of the top five slots. But let's not forget the games that started it all, Blue and Red. Without them, none of those other games...



1

9.0 John R. 8.0 Crispin

8.0 John G. 9.0 Sash

### 4 - Pokémon (Red Version)



...would have been possible. In classic Pokémon, you star as Ash, who wants to become the world's greatest Pokémon trainer. To do that he's got to catch 151 Pokémon and defeat all the Gym Trainers to collect badges.



2

9.0 John R. 8.0 Crispin

8.0 John G. 9.0 Sash

### 5 - Pokémon Snap



Who would've thought that taking pictures of Pokémon in their natural habitat would be fun? Snap may seem boring, but it's lots of fun—at least while it lasts. **Nintendo** and HAL Laboratory score points for originality.



NEW

8.5 Chris 8.0 Che

8.5 Shawn 8.0 Crispin

### 6 Super Mario Bros. Deluxe

Nintendo



5

### 7 Super Smash Bros.

Nintendo



4

### 8 Star Wars Episode One: Racer

Nintendo



3

### 9 Tarzan

SCEA



NEW

### 10 Rugrats Scavenger Hunt

THQ



NEW

### 11 Final Fantasy VII

SCEA



---

### 12 Disney's Tarzan

Activision



NEW

### 13 Triple Play 2000

Electronic Arts



12

### 14 WWF Warzone

Acclaim Entertainment



10

### 15 Need For Speed III

Electronic Arts



---

### 16 Rugrats The Movie

THQ



14

### 17 GoldenEye 007

Nintendo



18

### 18 Saphon Filter

999 Studios



9

### 19 Mario Party

Nintendo



11

### 20 MLB 2000

999 Studios



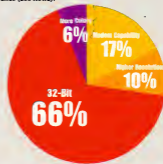
16

Source: NPD TRISTE Video Games Service. Call Mary Ann Powers at (510) 453-2345 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

## VIDEOGAMES.COM POLL

### Game Boy's Advancement

What feature are you most excited about on Game Boy Advance (see News)?



Source: Videogames.com news poll results for 9/8/99

THE CREATORS OF COMMAND & CONQUER™ ARE TURNING UP THE HEAT.



# DUNE™ 2000

- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions

- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack



©1999 Electronic Arts. Westwood Studios and Electronic Arts are registered trademarks of Electronic Arts in the U.S. and/or other countries. Westwood Studios is an Electronic Arts company. Dune™ ©1999 Dino De Laurentis Corporation. Licensed by Universal Studios Licensing, Inc. Registration and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

**Westwood**  
STUDIOS  
[www.westwood.com](http://www.westwood.com)



# Coming Soon - November 1999

## October

Game Boy Color	
All Star Tennis '99 - 3D Soft	Action
Amiga - Infogrames	Adventure
Azure Dreams - Konami	RPG
Balistic - Infogrames	Action
Beauty & the Beast Board Game Add - Nintendo	Action
Classic Bubble Bobble - Metro3D	Puzzle
Quests 'n' Goldies - Capcom	Action
Geodile: The Series - Crown Entertainment	Action
Harvest Moon - Crown Entertainment	RPG
Legend of the River King - Nintendo	RPG
Mario Golf - Nintendo	Sports
Micro Machines V3 - THQ	Racing
Ms. Pac-Man - Namco	Misc.
NBA Live 2000 - THQ	Sports
NFL Blitz 2000 - Midway	Sports
NHL 2000 - THQ	Sports
Pokémon Yellow - Nintendo	Adventure
Rainbow Six - SouthPeak Interactive	Action
Shadowzone - Acclaim	Action
Tiger Woods 2000 - THQ	Sports
Tec Story 3 - THQ	Action
Nintendo 64	
Army Men: Sarge's Heroes - 3D	Action
Exalted - Infogrames	Action
Camelot - 3D	Action
Cyber Tiger Woods Golf - Electronic Arts	Sports
Duke 2000 - Westwood Studios	Strategy
Earthworm Jim - Backstar	Action
Test: Fury Wild Ambush - SNK	Fighting
IFA zone - Electronic Arts	RPG
Final Fantasy Anthology - Square Electronic Arts	RPG
Grand Theft Auto 2 - Rockstar	Action
Gran Turismo - SCEA	RPG
Jeff Gordon '98 Racing - ASC Games	Racing
Jeremy McGrath 2000 - Acclaim	Racing
Lego Rock Raiders - Lego Media	Action
Model Gear Solid VR Missions - Konami	Sports
MTV Sports Snowboarding - THQ	Sports
NBA Hardball 2000 - Fox Interactive	Sports
NBA Live 2000 - Electronic Arts	Sports
NBA Shoot-Out 2000 - 3D Studios	Sports
NHL FaceOff 2000 - 3D Studios	Sports
Official Formula One Racing - Eidos Omega Sport - SCEA	Racing
Pac-Man World 20th Anniversary - Namco	Action
Pang - Hasbro Interactive	Action
Rainbow Six - 3D Rooms	Action
RC Stunt Copier - Midway	Misc.
Scrabble - Hasbro Interactive	Action
Silhouette Mirage - Working Designs	Racing
Supercross Series 2000 - Electronic Arts	Racing
Test Drive Off-Road 3 - Infogrames	Racing
Test: Fury Up Your Arsenal - SCEA	Racing
TNN Motorsports Hardcore 2 - ASC Games	Racing
TOCA 3: Touring Car Challenge - Codemasters	Racing
Tony Hawk's Pro Skater - Activision	Racing
Trickin' Snow Rider - Capcom	Racing
WCW Mayhem - Electronic Arts	Racing
WipeOut 3 - Psygnosis	Racing
Xena Warrior Princess - Electronic Arts	Action
PlayStation 2	
Castlevano Special Edition - Konami	Action
Earthworm Jim 3D - Rockstar	Action
Jet Force Gemini - Nintendo	Action
Paperboy - Midway	Action
Rat Attack - Midway	Action
Rayman 2: The Great Escape - Ubi Soft	Action
StarCraft - Nintendo	Strategy
WCW Mayhem - Electronic Arts	Sports
Sega Saturn	
Armada - Midway 3D	Action
King of Fighters '99 - SNK	Fighting
Marvel Vs. Capcom - Capcom	Fighting
MFL Quaterback Clash 2000 - Acclaim	Sports
Sega Demos Fishing - Sega	Sports
Sega Sports NBA 2000 - Sega	Sports
Seul Fighter - Midway	Action
Speed Devils - Ubi Soft	Racing
Stuntin' Around Extreme Racing - Ubi Soft	Racing
Tec Commander - Sega	Action

## November

Game Boy Color	
Alfie in Wonderland - Nintendo	Action
Sam Masters 2000 - THQ	Sports
Grand Theft Auto - Rockstar	Action
Magical Tetris Challenge - Capcom	Puzzle
Mickey Racing - Nintendo	Racing
Mission Impossible - Infogrames	Action
Mr. Nutz - Infogrames	Action
NBA Showtime - Midway	Sports
Rampage Universal Tour - Midway	Action
Ready 2 Rumble Boxing - Midway	Sports
Ragdoll Time Machine - THQ	Action
Street Fighter Alpha - Capcom	Fighting
Test Drive Off-Road 3 - Infogrames	Racing
WCW Mayhem - Electronic Arts	Sports
WWF WrestleMania 2000 - THQ	Sports
Nintendo 64	
Army Men: Air Attack - 3D	Action
Exalted - SouthPeak	Action
Cool Banders 4 - 3D Studios	Sports
Conquesters of Wealth & Magic - 3D	Action
Danger - THQ	Action
Destruction - Take 2	Strategy
Detector Gameelit - Working Designs	RPG
Die Hard Trilogy 2 - Fox Interactive	Action
Dukes of Hazard: Racing for Home - SouthPeak	Racing
Fighting Force 2 - Eidos	Racing
Formula One '99 - Psygnosis	Racing
Jackal Legends - Midway	Action
Jason Chan's Stuntmaster - Midway	Action
Jeremy McGrath 2000 - Acclaim	Racing
Juggernaut - Electronic Arts	RPG
Knockout Kings 2000 - Electronic Arts	Sports
Konami Arcade Classics - Konami	Misc.
Konami Rally - Konami	Racing
Major League Soccer 2000 - Konami	Sports
Medal of Honor - Electronic Arts	Simulation
Missile Command - Hasbro Interactive	Action
Mission Impossible - Infogrames	Action
MTV Jams - Codemasters	Misc.
NBA Hardball 2000 - Fox Interactive	Sports
NBA ShootOut - 3D Sports	Sports
NBA Showtime - Midway	Sports
NCAA Football 2000 - 3D Studios	Sports
No Fear Downhill Mountain Biking - Codemasters	Racing
Q-Bert - Hasbro Interactive	Action
Rainbow Six - 3D Sports	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 3 Nemesis - Capcom	Action
Road Race Unleashed - Electronic Arts	Action
Shao Lin - THQ	Action
SuperCross Circuit - 3D Sports	Racing
Test Drive 6 - Infogrames	Racing
Thrasher Skate and Destroy - Reculcar	Racing
Thunder Road 2000 - Electronic Arts	Sports
TNN Motorsports Hardcore Heat 2 - ASC Games	Racing
Tomb Raider: The Last Revelation - Eidos	Action
Tomorrow Never Dies - Electronic Arts	Action
Tony Hawk's Pro Skater - Activision	Action
Twisted Metal 4 - 3D Studios	Action
Vandal Hearts 2 - Konami	RPG
Vegas Games 2000 - 3D	Misc.
Vigilante II: Second Offense - Activision	Action
WrestleMania 2000 - World Interactive	Action
Wu-Tang: Shaolin Style - Activision	Fighting
Nintendo DS	
Assassins 2000 - THQ	Sports
Batmanite II: Global Assault - 3D	Action
Brevious: Cyber Fox Bowling - THQ	Sports
Cyber Tiger Woods Golf - Electronic Arts	Sports
Destruction Derby - THQ	Racing
Dezky Kerg 64 - Nintendo	Sports
Kobe Bryant in NBA Courtside 2 - Nintendo	Sports
Knockout Kings - Electronic Arts	Sports
Looney Tunes: Space Race - Infogrames	Action
Major League Soccer - Konami	Sports
Monopoly 64 - Hasbro Interactive	Misc.
NBA Courtside 2 - Featuring Kobe Bryant - Nintendo	Sports
NBA Live 2000 - Electronic Arts	Sports
NBA Showtime - Midway	Sports
Nuclear Strike - THQ	Action
Rainbow Six - SouthPeak Interactive	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 2 - Capcom	Action

Space Invaders - Activision	Action
Supercross - Electronic Arts	Racing
Tec Story 2 - Activision	Action
Tank: Rage Wars - Acclaim	Action
Vigilante II: Second Offense - Activision	Action
WWF WrestleMania 2000 - THQ	Sports
Xena Warrior Princess - Electronic Arts	Action
PlayStation 2	
Castlevano - Hasbro Interactive	Action
Evolution: World of Sacred Defense - Ubi Soft	RPG
Fighting Force 2 - Eidos	Action
NBA Showtime - Midway	Sports
Redline Racer - Ubi Soft	Racing
Shadow Man - Acclaim	Action
Slime Zone - Accelade	Action
Street Fighter Alpha 3 - Capcom	Fighting
Test Drive 6 - Infogrames	Racing
Vigilante II: Second Offense - Activision	Action
Virtual Fighter 3D - Sega	Fighting

## December

Game Boy Color	
Game & Watch Classics 3 - Nintendo	Misc.
International Track & Field - Eterni	Sports
Knockout Kings - Electronic Arts	Sports
Magical Tetris Challenge - Capcom	Puzzle
NBA Courtside 2 on a Challenge - Nintendo	Sports
Star Wars Ep. One Racer - Nintendo	Racing
Nintendo 64	
Detonator Gameelit - Working Designs	RPG
ESPN NBA Tonight - Konami	Sports
ESPN Outdoors East Fishing - Konami	Sports
Sega Saturn 2 - SCEI	Racing
PlayStation 2	
Excessive 64 - Nintendo	Racing
Horror 2000 - Video System	Flying
Larry James: The Express - Infogrames	Action
Perfect Dark - Nintendo	Action
Tec Hawk Pro Skater - Activision	Sports
Vigilante II: Second Offense - Activision	Action
PlayStation 2	
F-1 World Grand Prix - Video System	Racing
Microbot Combat Flight Simulator - Konami	Simulation
Ripper Riders - Sega	Sports
Shemee - Sega	Action/RPG
Tec Commander - Sega	Action
Worm Armageddon - Hasbro Interactive	Misc.

## January

Game Boy Color	
Sega Warrior Monsters - Eidos	RPG
Nintendo 64	
Indiana Jones and the Infernal Machine - LucasArts	Action
Panzer General Assault - Wandragon	Strategy
Tiger Woods & PGA Tour 2000 - Electronic Arts	Sports
Ultimate Destruction Derby - Acclaim	Action
PlayStation 2	
Evolution: A Special Edition - Konami	Action
NHL Blades of Steel 2000 - Konami	Sports
Tarzan - Activision	Action
PlayStation 2	
Callisto - Konami	Action
Resident Evil: Code Veronica	Action
Sega Sports NHL 2000 - Sega	Sports
PlayStation 2	
Assassins 2000 - THQ	Sports
Batmanite II: Global Assault - 3D	Action
Brevious: Cyber Fox Bowling - THQ	Sports
Cyber Tiger Woods Golf - Electronic Arts	Sports
Destruction Derby - THQ	Racing
Dezky Kerg 64 - Nintendo	Sports
Kobe Bryant in NBA Courtside 2 - Nintendo	Sports
Knockout Kings - Electronic Arts	Sports
Looney Tunes: Space Race - Infogrames	Action
Major League Soccer - Konami	Sports
Monopoly 64 - Hasbro Interactive	Misc.
NBA Courtside 2 - Featuring Kobe Bryant - Nintendo	Sports
NBA Live 2000 - Electronic Arts	Sports
NBA Showtime - Midway	Sports
Nuclear Strike - THQ	Action
Rainbow Six - SouthPeak Interactive	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 2 - Capcom	Action

RE3 Nemesis - PS

# happypuppy.com

<http://www.happypuppy.com>  
version 3.0



- all platforms
- daily updates
- previews
- features
- release lists
- game clubs
- game store

[for a limited time]  
**SAVE 20%**

over  
**2,200**  
demos  
thousands of cheats  
hundreds of reviews  
and it's all  
**FREE!**

It's all games



Happy Puppy is a service mark of Attitude Network, Ltd., part of [theglobe.com](http://theglobe.com) network.

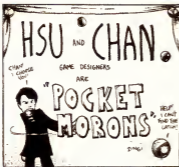
©1999 Attitude Network, Ltd. All rights reserved.





PRESS  
START

This is the first installment in a new series of comic strips that we will be running each month. Written and inked by Jeremy "Norm" Scott of Evil Monkey Productions it deals with the escapades of Hsu and Chan Tanaka, two Japanese-American game designers. If you want to check out more of Norm's work...it can be seen at [www.apelaw.com/users/evilmonkey](http://www.apelaw.com/users/evilmonkey)



# NUCLEAR STRIKE 64™

First Time  
Ever On  
N64!

TOP SECRET



## CONFIDENTIAL STRIKE FILES

- Control more than 10 different attack vehicles on ground, sea and air, including Apache Choppers, Abrams Tanks, Warthog Fighters, Harrier Jets, Hovercrafts and more!
- Smart Battlefields- AI reacts to player's behavior!
- Lightning fast gameplay and insanely populated environments!
- Incredible real-time light sourcing for realistic explosions, terrain and shockwaves!
- "...detailed ground environments with almost photo-realistic textures."

-IGN.com



Available this Winter

NINTENDO 64



Nuclear Strike © 1997 THQ Electronic Arts. Nuclear Strike Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Nuclear Strike 64 is published and distributed by THQ Inc. under exclusive license by Electronic Arts. THQ and the THQ logo are trademarks of THQ Inc. All rights reserved. Nintendo The Official Seal, Nintendo 64 and the 3-D "N" logo are trademarks and registered trademarks of Nintendo of America Inc.



PRESS  
START



# Real Fishing. Real Feel. Reel Included!

**"Feel every bite  
and every fight!"**



**With its exclusive Dual Shock<sup>®</sup> compatible rod and reel controller, Bass Landing sets the standard for true-to-life fishing action. Now you can cast, set the hook, and reel them in just like real life. So pack your tackle box, pick up some cold ones, and grab your rod, 'cause fishing season is now open.**

- Game is bundled with custom designed fishing rod 'n reel controller
- Solo or tournament modes
- Stock your tackle box from 50 different rods, reels, rigs, and lures
- 5 challenging lakes, 14 species of fish
- Cast side arm, overhead, or skip
- Tutorial mode shows how the pros hook the big ones
- Dual shock compatible



Agatec, Inc. 900 Veterans Blvd, Suite 600 Redwood City, CA 94063-1996, 1999 ASCII Co. Inc. Bass Fishing and the Bass Landing logo are trademarks of ASCII Co. Inc. Published by Agatec, Inc. Agatec, Inc. the Agatec logo are trademarks of Agatec, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Produced under license by Sony Computer Entertainment America for use with the PlayStation game console. The ratings icon is a trademark of the Interactive Digital Software Association.



**agatec**

www.agatec.com

# BREAK NECK SPEEDS



[www.mountainbiking.co.uk](http://www.mountainbiking.co.uk)  
[www.activision.com](http://www.activision.com)

© 1999 The Codemasters Software Company Limited. ("Codemasters") All Rights Reserved. "Codemasters" is a registered trademark owned by Codemasters Limited. Published by Codemasters. Developed by GDE. © 1999 No Fear, Inc. The "No Fear" mark is being used under license from No Fear, Inc. Distributed by Activision. Activision is a registered trademark of Activision, Inc. The Giant logo is a registered trademark of Giant Ltd. Harpoon is a trademark of Harpoon Ltd. The orange lion is a trademark of the Interactive Digital Software Association. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Photo courtesy of Bob Kruger



# BREAK ARM COURSES



Ride and wipe-out on 25 mountain biking trails as one of eight riders, each with different skills.

Hurt yourself over precipices and race for glory in one-to-four-player head-to-head competitions.

# BREAK LEG JUMPS



Perform insane stunts, including wheelies, 360's, bunnyhops and suicides on customizable bikes.

# BREAK WRIST TRICKS



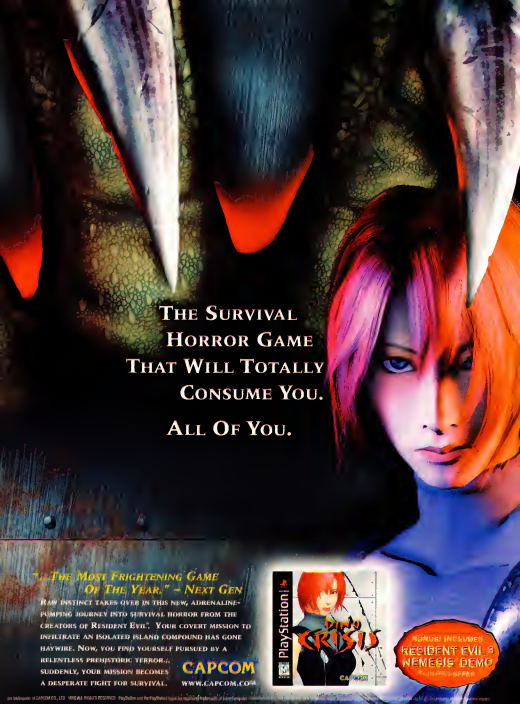
DOWNHILL  
**MOUNTAIN BIKE**  
RACING™

**BREAK YOUR FEAR**

Codemasters 

Available on PlayStation® game console





THE SURVIVAL  
HORROR GAME  
THAT WILL TOTALLY  
CONSUME YOU.  
ALL OF YOU.

"...THE MOST FRIGHTENING GAME  
OF THE YEAR." - NEXT GEN

RAW INSTINCT TAKES OVER IN THIS NEW, ADRENALINE-PUMPING JOURNEY INTO SURVIVAL HORROR FROM THE CREATORS OF RESIDENT EVIL. YOUR COVERT MISSION TO INFILTRATE AN ISOLATED ISLAND COMPOUND HAS GONE HAYWIRE. NOW, YOU FIND YOURSELF PURSUED BY A RELENTLESS PREHISTORIC TERROR... SUDDENLY, YOUR MISSION BECOMES A DESPERATE FIGHT FOR SURVIVAL.

**CAPCOM**

[WWW.CAPCOM.COM](http://WWW.CAPCOM.COM)



BOXSET INCLUDES  
RESIDENT EVIL 3  
NEMESIS DEMO





- Dreamcast
- Nintendo 64
- PlayStation
- Game Boy Color
- Arcade

# Previews

## This Month in Previews

Dreamcast	
73	Soul Fighter
74	Evolution: The World of Sacred Device
80	The Carnosaur
82	Armada
84	Suzuki Akfate Extreme Racing
86	Zombie Revenge
88	Tippy Toppers
90	Heroes of Might and Magic II
	Red Dog
	Confidee
	Nudeco The Mission
92	Shenmue
94	Super Runabout
	Resek
96	Eternal Arcadia
	Star Gladiators 2
103	Guerrillas R202
	Tokko Retriever 4
Nintendo 64	
104	The Legend of Zelda Gaiden
106	Super Mario RPG 2
112	Kirby's Dreamland 64
113	Star Warrior: Princess of Iolans of Fate
	Excitebike 64
116	Superboy
	Darklands 64
	Worms: Armageddon
122	Mini Racers
	Test Drive Rally
	Mario Party 2
124	Walter 3
	Custom Robo

PlayStation	
128	Resident Evil 3 Nemesis
130	Tomb Raider: The Last Revelation
141	Army Men: Air Attack
142	Grand Theft Auto 2
143	Crusaders of Might and Magic
144	Prince of Persia 3D
	MIV Jams: Music Creation
	Galerians
146	Oakes of Hazard: Racing for Home
	BoomBots
	Test Drive Le Mans
	Sublimis
147	Y-Rally 2
	No Fear Downhill Mountain Biking
148	NASCAR Rumble
	TNN Motorsports Hardcore TR
	TOCA 2: Touring Car Challenge
	Jetix 3
	Guitar Freaks
149	Bandob 2
	Bright's
	Tandem Crisis
150	Valkyrie Profile
	Koudelka
151	Dakon Demon Issues
	Front Mission Third
	Sakuya
	Zelus II: Cirmage Heart
Game Boy Color	
154	Legend of Zelda: Fruit of the Mysterious Tree
	Dragon Warrior Masters
	Game & Watch Gallery 3
	WCW Mayhem
	Worms: Armageddon
	Magical Tetris Challenge
158	All-Star Tennis '99
	Wings of Fury
	Beltastic
	Mr. Nutz
	WattleTang
	Playlets: Time Machine
Arcade	
159	Crisis Zone
161	Dead or Alive 2
	Ringside 4K4



**WARNING:** Previews marked with international symbols may or may not be released in the U.S. They are destined to run on Japanese or European PAL systems. Report at your own risk.

Thank God for Space World. If it weren't for this show, we'd have lost all faith in Nintendo.

We all know that Rare's going to put out some kick-ass games this winter season (Perfect Dark can't come soon enough...the editors here are already dropping trash-talk bits here and there, thinking they're going to be the office Perfect Dark deathmatch champ, not realizing EGM's stunning previews editor will blow them all away). But what about Nintendo? After a brief trip to the land of the rising sun, we came back happy and reassured. The Big N has shown the world once again why it's the best game developer in the biz.

In this month's previews, we put the sights on the latest wave of franchise updates from Nintendo (do they do any other kind of games today?). Check out Super Mario RPG 2 (which will make it out over here as Super Mario Adventure), Kirby's Dreamland 64, Excitebike 64 (whose



transition into the 3D world is unsettling for us...we'd rather this be a pretty 2D update of the original), Zelda Gaiden and more (including Mini Racers, which we'd love to believe is a true sequel to R.C. Pro Am...but it's not). Now...there's just one more Nintendo franchise that we absolutely must see if we are to die happy people...Will someone give us a freakin' new Metroid game for crying out loud???

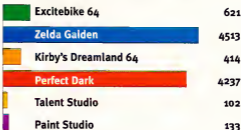
Oh, and check out our update on Sega's Shenmue for Dreamcast. It is unfreakin' believable.

### TOP 5 Preview Picks

1. Shenmue	Dreamcast, Q1 2000
2. The Legend of Zelda Gaiden	Nintendo 64, March 2000 (Jpn)
3. Crisis Zone	Arcade, October 1999
4. Zelda: Fruit of the Mysterious Tree	GB Color, December 1999 (Jpn)
5. Mario Party 2	Nintendo 64, Dec. 2000 (Jpn)

## Which of the Nintendo Space World games looks the best to you?

source: videogames.com online poll



44

The number of motion-capture animations each monster has for particular actions.



PREVIEW

# Soul Fighter

**Publisher:** Mindscape  
**Developer:** Toka  
**Players:** 1  
**Genre:** Action  
**% Done:** 85%  
**Release:** October 1999  
**Age Gt.:** None  
**Web Address:** www.mindscape.com  
**The Best:** Classic, arcade-style beat-'em-up action with pretty graphics.

**The Best:** Characters run too slowly, and where's the multiplayer?  
**And The Bitch:** The massive, and we mean massive, slowdown in some of the later levels.



Upon receiving certain projectile items, you can switch over to first-person view to get a lock on your enemy.

You'll frequently find yourself the center of attention, as the monsters like to gang up on you. Even the odds with your weapon.



## WEAPONS

### Tools of the Trade



Each of the three warriors has his/her own special weapon. Orion has a magic staff, Altus wields a sword, and Sayomi uses a pair of knives.

**D**rawing early comparisons to the classics Golden Axe and Final Fight, Toka's Soul Fighter is one of the more anticipated post-launch Dreamcast titles. A game that can be described as a medieval Streets of Rage (in 3D, of course), Soul Fighter takes you into the world of Gomar, where a mysterious mist is turning the locals into half-men/half-beasts. Like any self-respecting half-man/half-beast would be, they are vicious monsters bent on destroying anything and everything. Enter the three heroes, Orion, Sayomi, and Altus, who must destroy the monsters and recover their human souls in order to set things straight.

Gomar is divided into six different worlds, with



each world having so sublevels. In order to progress through the levels, all enemies must be defeated and their souls collected. The medieval locales include courtyards outside of a castle, the inside of a cathedral, and deep in the recesses of a dungeon. The three characters each has his/her own different weapon and fighting style, and are able to perform power-combos and super-combos if they have collected enough magic. More than 40 different monsters exist, programmed with some intelligent AI—they'll attack in groups, call reinforcements, and block many of your combo attacks.

At this point, Soul Fighter is shaping up to be a quality title. The "arcadey" graphics are relatively smooth, except for a few problem spots with massive slowdown. However, there is one major hurdle. For whatever reason, Toka has decided to make Soul Fighter a single player-only title. While it still has the prospect of being a quality one-player game, the lack of any kind of multiplayer mode could have a serious negative impact on the replay value. Who wouldn't love some cooperative beat-'em-up action? Since the game is far along in the development process, things are unlikely to change—perhaps we'll see it in a sequel.

While not quite the "soul" of the Dreamcast (another game holds that title), Soul Fighter looks like it could be a worthy addition to the Dreamcast library. Now how about a DC Streets of Rage?

# Evolution: The World of Sacred Device

<b>Publisher</b>	Ubi Soft
<b>Developer</b>	Sega/ESP/Sting
<b>Players</b>	1
<b>Genre</b>	RPG
<b>% Done</b>	80%
<b>Release</b>	November 1999
<b>Age In</b>	None
<b>Web Address</b>	www.ubisoft.com

**The Good:** Gorgeous graphics, well-designed battle system.

**The Bad:** Light on gameplay—most will finish in under 20 hours.

**And The Why:** What kind of a girl's name is "Pepper Box," anyway?



A majority of Evolution's gameplay takes place inside the game's massive randomly generated dungeons. There are plenty of traps that can impede your progress, but fortunately, you can save after each floor, which decreases the frustration factor big-time. The auto-mapping feature helps out a bunch, too. Fans of the classic dungeon crawler Rogue will no doubt be pleased.

## KEEP EVOLVIN'

### Evolution 2



While we're getting ready for the U.S. version of Evolution, Japan is already gearing up for the sequel.

Evolution 2, which was recently announced in Japan, will have several new features. In addition to the random dungeons of the first game, there will be new "Scenario" dungeons as well (with fixed layouts). Weather and time elements will factor into gameplay this time, and there'll be a new escape feature to run away from battles. Also, the CyFrame will be usable outside of battles, which means there'll be more puzzle elements for sure. Stay tuned to EGM for more details on this one soon!

Now that Sega's Climax Landers has been delayed until February, Dreamcast RPG fans are going to have to look elsewhere for that "next-generation" RPG experience this holiday season. Fortunately, there's a pretty solid alternative in the form of Sting's Evolution: The World of Sacred Device, which is coming to the U.S. courtesy of Ubi Soft.

In Evolution, you play as Mag Launcher, an enigmatic young treasure hunter with a cybernetic frame (known as a "CyFrame") strapped to his back. Mag's goal is to scour the dungeons of Northrop in search of valuable treasures, which can then be traded in for cash at the mysterious "Society," an organization dedicated to excavating ruins. He can be joined by up to two (of a possible four) companions, who help him out on his journey.

The first thing you'll notice when you pop in Evolution is its incredible graphics. The Dreamcast handles the game's beautiful 3D world with ease, providing visual splendor that, while not quite as artistically satisfying, puts Final Fantasy VIII's otherwise amazing aesthetics to shame. Everything moves quickly and fluidly, even when manipulating the camera (which can be rotated 360° at any time). But despite the fact that the game is overflowing with eye-candy, it's not Evolution's best asset. Rather, that would be the game's well thought-out battle system, which should keep fans of battle-

heavy RPGs rather pleased for the 20 or so hours it'll take to finish Evolution.

Since over 90 percent of those 20 or so hours are spent exploring the game's massive randomly generated dungeons (yes, all the dungeons in Evolution are random), it was rather important that the developers incorporate a battle system that's not only user-friendly, but innovative and fun as well. They did. First of all, since you can see enemies in the dungeons, you can try to avoid fights if you wish. If not, you can actually give yourself an advantage by approaching an on-screen enemy from behind (giving you a slight head start in battle). Of course the opposite is true as well, so it's important not to get ambushed. Once in battle, the turn-based action is relatively straightforward, though the tactical elements (which are ever so important in an RPG) are in full force. The best of these elements is which member—companions or enemies—are going to attack. This is a great feature, as it basically forces you to plan and prioritize your attacks with care. Of course the amazing graphics and spell effects don't hurt, either...

If there's one thing that's holding Evolution back, it's that it's pretty short. Still, it's a lot of fun to play, and fans of RPGs will no doubt enjoy the game's quirky characters and fun battles. Let's just hope Ubi does a good job with the U.S. localization... 🐉



IT'S LEARNED THAT YOU LIKE TO  
THROW UPPERCUTS

Sega Dreamcast

READY 2 RUMBLE™ BOXING

IT'S THINKING

YOU'VE LEARNED TO LOSE TEETH  
AND DIGNITY AT THE SAME TIME


30 whacked boxes with an arsenal of outrageous moves, taunts and Rumble Mode inflict serious bruises and tooth-loss in jaw-dropping detail as Michael Buffer calls the action. Let's Get Ready to Rumble!™ [www.sega.com](http://www.sega.com)

READY  
2 RUMBLE  
BOXING



Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of SEGA Corporation, Ltd. © SEGA CORPORATION, LTD. 1999. All rights reserved. READY 2 RUMBLE™ BOXING © 1999 Saturn Home Entertainment Inc. All rights reserved. Characters of Michael Buffer and the "LET'S GET READY TO RUMBLE" trademark are trademarks of Michael Buffer Entertainment Inc. Michael Buffer is a trademark of Michael Buffer Entertainment Inc. Used by permission.

RP  
RATED PARENTAL STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 17



SHOOT FIRST AND YOU'RE  
A WAR HERO. SHOOT SECOND  
AND YOU'RE A CASUALTY.



DREAMWORKS  
INTERACTIVE

© 2004 DreamWorks Interactive. All rights reserved. DreamWorks Interactive is a registered trademark of DreamWorks Interactive, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.



In combat, life or death is often a split-second choice. You're on a covert operation for Military Intelligence with 12 authentic WWII weapons at your disposal.



Your mission: execute high-stak rescues, evade Gestapo search parties, and sabotage enemy U-boats. All to cripple the Nazi regime and ensure freedom.



## MEDAL OF HONOR

The entire Allied war effort hangs

in the balance. So dig in soldier. You can either shape history, or become it.

[www.mohgame.com](http://www.mohgame.com)



**Borrring.**



PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Online Brawl is a trademark of Sony Computer Entertainment America Inc. © 1999 Sony Computer Entertainment Inc.



[www.playstation.com](http://www.playstation.com)

## Introducing Omega Boost. Why go to all the trouble of being weightless if you can't blow up a bunch of space crap?



While the engineers at NASA might have been shortsighted, ours were not. They've put together a gravity-defying, medulla-blowing shooting game with a full 360 degrees of free-range motion. Translation: Now you have the ability, and the sophisticated weaponry, to annihilate alien warships with frightening speed and accuracy. All of which beats the hell out of adjusting some wing nut on the MIR Space Station. **Omega Boost, from the creators of Gran Turismo.**







PREPARE.



# CRUSADERS OF MIGHT AND MAGIC

Coming to the PlayStation® game console.

**NEW WORLD COMPUTING™**

PC  
CD-ROM




© 1999 The 3DO Company. All Rights Reserved. Crusaders of Might and Magic, New World Computing, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners. New World Computing is a division of The 3DO Company.

**3DO™**

[www.3do.com](http://www.3do.com)





That's cool if you're  
still gaming on a console.  
Oh, by the way,  
did one of you guys  
lose your blankie?  
Because we found one.

**3dfx PC Accelerators. There's a better way to game.** Most of us started out our gaming careers on a console. And that's fine.

But things change as we mature. We stop sucking our thumbs. We stop wetting our beds. And when we find out that PC gaming with a 3dfx Voodoo graphics accelerator is far superior to consoles, we stop playing on consoles. So check one out today.

As for the bed wetting, we're pulling for you. For more information, check out [www.3dfx.com](http://www.3dfx.com). **So powerful, it's kind of ridiculous.** 

The 3dfx PC Gaming Experience : Higher Resolutions | Hard Core Games | Internet Play | Free Levels Off The Net

# Suzuki Alstare Extreme Racing

<b>Platform:</b>	Ubi Soft
<b>Developer:</b>	Criterion Studios
<b>Player:</b>	1-2
<b>Genre:</b>	Racing
<b>% Done:</b>	75%
<b>Release:</b>	October 1999
<b>Box Title:</b>	PC (Redline Racer)
<b>Web Address:</b>	www.ubisoft.com
<b>The Good:</b>	Smooth frame-rate.
<b>The Bad:</b>	To some degree, the bikes seem to ride on rails.
<b>And the Best:</b>	Superbikes on sand.



Formerly known as Redline Racer (in Japan), the American release is beefed up with four additional tracks, the GSX-R600 and -R750, Reverse Mode and real riders. Don't let the realistic stuff fool you though, this game is arcade to the bone. Just the same, check out the scenic backgrounds and fancy lighting effects.

## WRECK SEQUENCE

### Wipeout

See how far you can launch your rider.



**T**here's a good chance cycle fans will buy Suzuki Alstare (pronounced ol-star-ay) out of simple curiosity, seeing as how it's the first game of its kind for the DC.

What are they in for? It's not a serious sim—Alstare is pure arcade right down to its sandy beach tracks and tron-like bikes. While it does contain a couple real bikes (Suzuki GSX R600, R750) they're not exactly the main draw. A silky-smooth frame-rate (60 fps) and high graphic detail take that honor.

Not since Moto Racer have we seen such speed in a motorcycle racing game. The cool part is, the backgrounds keep up with minimal draw-in. It's exciting to see that kind of detail moving so fluidly.

Most of the 12 tracks are speed-friendly and fortified with lots of sweeping curves and rolling hills, not unlike those found in Moto-Racer 2. A few non-traditional courses feature dirt roads, beaches and even snow. The decision to include these rally-




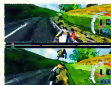
type offerings in a motorcycle game is a bit weird. But you must remember, Suzuki Alstare Extreme Racing is all about the arcade experience not to mention "extreme," (said sarcastically.)

The gameplay is very forgiving. Smackin' other bikes during a race won't cause a wreck. More than likely the rebound will shoot you halfway up an embankment...then you'll wreck. Hitting the pavement is quite an interesting spectacle (see sidebar). At the point of impact the camera stops moving but the rider doesn't. Depending on the severity of the crash, he'll do a quick roll or launch into the hemisphere. It's an entertaining way to show a wreck.

For the most part, the controls are simple—ease off the gas in the turns or tap the brake to slow down. That's about the extent of it. The tricky part is keeping the bike in a good racing line. Oversteering results in the typical side-to-side stuff that eventually results in a mishap. Just the same, it'd be nice if the bikes were more responsive, they feel a bit stiff, especially for the twisty stuff. Hopefully that can be fixed before final product.

Thankfully two-player is operational and moves along just as well as single-player. Unfortunately no plans for internet play have been announced. That's too bad—this would be a great game to use it.

As a simple arcade racer with loads of graphic appeal, Suzuki Alstare is right on track. 



**(\*) Bonus Pack Includes:**

• Free Magazine Offer • Collectible 3D Trading Card • Memory Card Stickers  
• Special CD Offer\* Includes: Music Soundtrack, PC Screensaver Program, Anime  
Wallpaper, and Selected Voice Files. \*small shipping & handling fee required for Special CD offer)

*"Thousand Arms fuses hand-drawn sprites,  
beautiful polygonal landscapes, and interactive anime  
cut scenes together with stunning results."*

*-Gamers Republic*

# THOUSAND ARMS



- Double disk RPG epic packed with theatrical quality animation and 12 hours of spoken dialog!
- The first ever RPG/Dating Simulation on the PlayStation®!
- Unique combination of hand-drawn artwork and wonderful 3-D environments!



**ATLUS**  
www.atlus.com





# is Here!



Standard Burro Prison Bus.



Fully Upgraded Bus with Hovering Power-Up.

Now upgrade any **Vigilante 8: 2nd Offense** vehicle with extra speed, armor, target avoidance and more!



Get back on the bus for even more blistering, off-road auto combat insanity in 10 totally destructible arenas.



Cruise, bruise and pick-up hidden weapons, plus special power-ups that let you float, hover and tread on snow.



Control 15 all-new, fully loaded '70s and futuristic vehicles with special attacks and on-the-fly morphing upgrades.



Blast 'em sky-high in one and two-player modes, or up to four-player on Sega Dreamcast™ and Nintendo 64™.

"Vigilante 8: 2nd Offense leaves the competition in the dust!"

- PSM

# VIGILANTE 8: 2<sup>ND</sup> OFFENSE

IF IT DRIVES BY, BLOW IT UP!

Play a Part

ACTIVISION

www.activision.com





## Zombie Revenge

Imagine the *Mod Squad* as a zombie-infested gorefest, or a *Resident Evil* arcade game, or *Dynamite Cop* meets *House of the Dead*—that's pretty much a good way to sum up **Sega's** *Zombie Revenge*. Up to two players can select one of three characters to tear the undead limb from limb. There are a large variety of combos to use against your foes and typical of these *Streets of Rage* clones, each character also has a number of exclusive moves. While hand-to-hand combat is a necessity, *Zombie Revenge* is constantly leaving guns for you to use at your leisure. Pistols, shotguns, machine guns and grenades are only a few of the toys in your arsenal. The graphics in *Zombie Revenge* far surpass other games of the same genre (*Dynamite Cop 2*, for instance). Details such as zombie dismemberment, and a boss with pipes and shards of glass sticking out of its body, add to the overall camp aesthetic of *Zombie Revenge*. Originally released as a *Naomi* title for arcades, *Zombie Revenge* will be out in Japan this October with a release stateside in **Q3 2000**.



## Rippin' Riders

*Rippin' Riders* (known as *Cool Boarders Burrn!* in Japan) is done by **UEP Systems**, the creator of the snowboard video game, *RR* combines tricks, slalom, half pipe and two-player action with a smokin' 60 fps to produce the fastest slider in town. The game sports several tracks fortified with shortcuts, breakable objects and strange things (sheep) to avoid. **Sega** is releasing *Rippin' Riders* this winter.







PREVIEW  
GALLERY

## Heroes of Might and Magic III

The critically acclaimed Heroes of Might and Magic series' best chapter is coming to the DC late in 2006, thanks to **Ubi Soft**.

This turn-based strategy game has players building castles that contain structures which provide income, spells, artifacts and most important, monsters for armies. Players then venture out to capture resource-generating locales, and of course, to fight others trying to do the same. Battles take place on hex-maps, with players needing to take advantage of their monsters' special skills (like Vampires' ability to drain life force from enemy units, or Unicorns being able to blind other troops).

It is unknown at this point whether Ubi Soft will include online play or the Armageddon's Blade expansion pack.



## Centipede

**Hasbro Interactive** promises the Dreamcast conversion of Centipede will address a lot of concerns critics have over the poorly received PS version. This GD-ROM is due out in **November**.



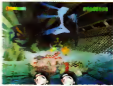
**4 million** The number of games sold worldwide from the Might and Magic universe.

## Red Dog

Sega's Red Dog puts you in the cockpit of an armored vehicle not unlike the one from Sunsoft's old NES game, *Blaster Master*. But instead of shooting bugs and other silly monsters, you'll be taking out all kinds of military forces from a third-person viewpoint.

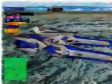
The game's shooting and targeting is handled a bit like Sega's Panzer Dragon series. Your target can be moved around at will. Pounding the fire button will result in lots of small blasts, while holding it down will let you lock-on to your enemies with missiles. Hitting both trigger buttons will swing your vehicle sideways, letting you strafe left and right to avoid enemy fire while still delivering damage.

We'll have more on this **Argonaut** developed title (which has been delayed until early **next year**) later.



## Nadesico The Mission

Based on the wildly popular Martian Successor Nadesico anime series, *Nadesico The Mission* is an interesting hybrid of mainstream genres in Japan. Half of the game takes place in "adventure" mode where you must interact and converse with characters from the Nadesico series in order to advance. The meatier combat half of the game is a 3D turn-based strategy sim. *Nadesico*, from **ESP Software** is out **now**.



# 0-60 IN 1 SECOND.

## HIGH SPEED

At 60 frames-per-second, TOKYO XTREME RACER is one of the fastest console games in existence. It's a white-knuckle racing experience that will leave you breathless.



## HIGH VOLTAGE

Throw down against road rivals in point battle mode, customize your import racer in quest mode, or choose versus mode to go head-to-head at a blistering 60 frames-per-second.



## HIGH OCTANE

"This game has unbelievable graphics that, in my opinion, easily rival that of the Gran Turismo 2 demo"

-SEGANET.COM

"Graphically, this game is better than any console racing game to date...period."

-GAMEFAN ONLINE



Available 9.9.99

# Tokyo Xtreme Racer

Sega Dreamcast



**CRAVE**  
GAMES  
WWW.CRAVEGAMES.COM

Tokyo Xtreme Racer, Crave and their respective logos are trademarks of Crave Entertainment, Inc. All Rights Reserved. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc. Crave is a registered trademark of Denki Co., Ltd. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners.



## Shenmue

Sega recently gave out free Shenmue demo GD-ROMs with the purchase of any Dreamcast game in Japan. EGM got hold of one for a hands-on look at Yu Suzuki's most ambitious game ever. On the disc, characters describe in detail the four main aspects of Shenmue's gameplay system. The detail in these real-time face demos is absolutely stunning (see EGM #122). The high number of polygons on each face allow the characters to express subtleties unlike anything we've ever seen. The second and more significant part of the demo involves exploring the city of Yokosuka. You play the role of the Asian Tom Cruise, Ryo Hazuki. Somebody has informed you that Hidekazu Yukawa, the face and personality of the Dreamcast in Japan, is in trouble. Ryo must protect Yukawa and find out why a bunch of pipe-hittin' bruisers are after him. There are two QTE (Quick Time Events) in the demo; in one you're chasing Yukawa through the crowded streets of Yokosuka, and in the other, you kick a couple high school bullies into the dirt. Shenmue is due out Oct. 28 in Japan and Q3 2000 stateside.



# CUT TO THE CHASE

**CHASE H.Q.**  
Secret Police

**PUT THE LONG ARM OF THE LAW  
IN THE PALM OF YOUR HAND!**

Grab your Game Boy and get behind the wheel! This all new hand-held version of the Arcade action classic combines strategy with fast-paced car racing thrills and spills.

You are in pursuit of a wanted criminal in a high-speed chase through the city! Your orders from Headquarters: **CATCH 'EM AND CUFF 'EM... IF YOU CAN!**

*Action Game  
with Strategy  
and Simulation  
Elements*

*3 modes of  
play, 5 cars  
and cops to  
choose from*

*10 action-  
packed stages  
2 more than  
the original  
Chase H.Q!*

*Attack with  
guns, or use  
your wheels  
as a weapon  
to run 'em  
off the road*



**COMING SOON!**

**GAME BOY color** **GAME BOY**

New you can blow and burst bubbles without getting sticky!  
Metro3D's CLASSIC BUBBLE BUSTLE makes bubble busting fun a blast!

PUZZLE MASTER is much more than a puzzle game. It combines the addictive gameplay of fast paced puzzles with the exciting action of a fantasy adventure game. Are you clever and quick enough to become a true puzzle master?

Chase H.Q. Secret Police © 1988, 1999 TAMSO Corporation, GAGA Communications Inc., Metro3D, Inc.™ Classic Bubble Bustle © 1988 1999 TAMSO Corporation, GAGA Communications Inc., Puzzle Master © 1999 Metro3D, Inc.™ All other copyrights and trademarks acknowledged.



[www.metro3d.com](http://www.metro3d.com)

Metro3D, Inc.  
12 South 1st Street,  
10th Floor, San Jose, CA 95113  
Tel: 408-264-5100  
Fax: 408-264-2170





## Super Runabout

Developer Climax has announced the latest in their Runabout series on the Dreamcast, and boy does it look delectable! Like its predecessor on the PlayStation (brought to the U.S. as *Felony* in '99), you tear through urban streets modeled after real cities to complete goals within a certain time limit. Climax has also given the game more personality by allowing you to play as different characters. Don't get too cocky or the fuzz will have to lay the smack down. *Super Runabout* will be out this **winter** in Japan.



## Beserk

One of the most promising action titles coming to the Dreamcast is *Beserk*, from veteran developers **Yukes**. Like Siegfried in *Soul Calibur*, the main character here brandishes a massive "zweihander" blade. His arsenal of attacks includes the bowgun strapped to his forearm, as well as a dagger to slice and dice the local populace. *Beserk* will be out in **December** from **Ascii**.



WHERE

SERIOUS

GAMERS

SCORE

Pre-purchase the newest titles and be among the first to score. Find the release dates of the hottest new titles. Read breaking news, reviews and previews. Get online help from gaming experts.

And, coming this fall, see our brand new look.

It's all happening at [ebworld.com](http://ebworld.com).

Visit us now!



**world.com**

**electronics boutique®**





## Eternal Arcadia

Despite a slow trickle of RPGs for the Dreamcast from Japan, there's been nothing epic to get excited about—until now. *Eternal Arcadia* (formerly known as *Project Ares*—see *EGM* #121) looks promising in more ways than one. Several members of Sega's beloved *Phantasy Star* team are working to make this every fanboy's dream come true. While gameplay details have not yet been revealed, we do know that the game takes place on floating continents where inhabitants travel back and forth on airships. You play as Vyse, a young explorer and a member of the "blue pirates" whose job is to loot from the rich (and give to the poor?). Interesting enough, an ad for *Eternal Arcadia* featured in recent Japanese magazines is accompanied by a poem. **Sega** hasn't announced a release date, but look for it sometime **next year**.



## Star Gladiators 2

As one of Capcom's lesser-known fighting game franchises, *Star Gladiators* probably did more to showcase PlayStation's likeness to Namco's *System 11* than stand out as a brilliant fighter. Its sequel will be making its way to the Dreamcast with plenty of graphical improvements. The DC version will also feature an extensive practice mode with on-screen flowcharts for moves. **Capcom** will release *SG2* in **September**.



# EB

electronics  
boutique®

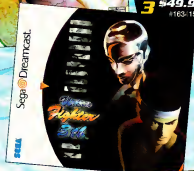
# Get the EB Edge



**2** \$39.99  
#166203-0



**1** \$49.99  
#166329-3



**3** \$49.99  
#163-15-3



**4** \$29.99  
#163912-9



**5** \$59.99  
#168931-4



**6** \$44.99  
#148689-3

1. GET BASS, DREAMCAST, Sega
2. METAL GEAR SOLID VR MISSIONS, PLAYSTATION, Konami
3. VIRTUA FIGHTER 3TR, DREAMCAST, Sega
4. POKÉMON YELLOW, GAME BOY, Nintendo
5. DONKEY KONG 64, NINTENDO 64, Nintendo
6. SILHOUETTE MIRAGE, PLAYSTATION, Working Designs

Your Video Game Headquarters

PlayStation®



**2** \$29.99 each  
#161749-7  
#161750-5  
#161751-3  
#161752-1



Guarantee  
your copy now  
with only \$10 down  
and get a free  
PlayStation  
Underground  
CD

**3** \$39.99  
#162704-1



**4** \$39.99  
#168365-5



**5** \$39.99  
#168362-2



**6** \$39.99  
#167501-6

Coming  
Soon!

**7** \$39.99  
#168367-1



**8** \$39.99  
#158240-4

**9** \$39.99  
#168960-3



Coming  
Soon!

1. PLAYSTATION GAME CONSOLE, PLAYSTATION, S.C.E.A.
2. DUAL SHOCK CONTROLLERS, PLAYSTATION, S.C.E.A.
3. GRAN TURISMO 2, PLAYSTATION, S.C.E.A.
4. NFL FACE OFF 2000, PLAYSTATION, 989 Sports
5. OMEGA BOOST, PLAYSTATION, S.C.E.A.

6. JET MOTO 3, PLAYSTATION, 989 Studios
7. TWISTED METAL 4, PLAYSTATION, 989 Studios
8. TINY TANK, PLAYSTATION, S.C.E.A.
9. CRASH TEAM RACING, PLAYSTATION, 989 Studios

Call 1-800-800-5166 for the store nearest you!



**1** \$99.99  
#156882-3



**2** \$119.99  
#164880-7



**3** \$49.99  
#164313-9

**4** \$49.99  
#162448-5



**5** \$99.99  
#170046-7



**8** \$29.99  
#167383-9



**6** \$29.99  
#154897-3



**7** \$29.99  
#154899-9

Coming Soon!



**9** \$59.99  
#168831-4



Guarantee your copy for only \$10 down!



**10** \$59.99  
#162701-7

**11** \$49.99  
#167371-4

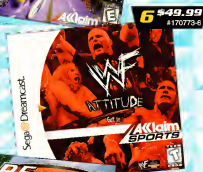
- 1. NINTENDO 64 GAME CONSOLE WITH ATOMIC PURPLE CONTROLLER, NINTENDO 64, Nintendo
- 2. STAR WARS EPISODE 1 RACER HARDWARE BUNDLE, NINTENDO 64, Nintendo

- 3. JET FORCE GEMINI, NINTENDO 64, Nintendo
- 4. POKÉMON SNAP, NINTENDO 64, Nintendo
- 5. POKÉMON YELLOW BUNDLE, GAME BOY, Nintendo
- 6. POKÉMON RED, GAME BOY, Nintendo

- 7. POKÉMON BLUE, GAME BOY, Nintendo
- 8. MARIO GOLF, GAME BOY COLOR, Nintendo
- 9. DONKEY KONG 64, NINTENDO 64, Nintendo
- 10. PERFECT DARK, NINTENDO 64, Nintendo
- 11. STARCRAFT, NINTENDO 64, Nintendo

Nintendo®

Call 1-800-800-5166 for the store nearest you!



1. NFL QUARTERBACK CLUB 2000, NINTENDO 64, Acclaim
2. NFL QUARTERBACK CLUB 2000, DREAMCAST, Acclaim
3. SHADOW MAN, NINTENDO 64, Acclaim
4. TRICKSTYLE, DREAMCAST, Acclaim

5. REVOLT, NINTENDO 64, Acclaim
6. WWF ATTITUDE, DREAMCAST, Acclaim
7. SHADOW MAN, PLAYSTATION, Acclaim
8. REVOLT, PLAYSTATION, Acclaim

**Call 1-800-800-5166 for the store nearest you!**

# SEGA DREAMCAST™

# NINTENDO® 64

**1** \$24.99  
#168448-7



**PERFORMANCE**

**INTERACT**

**4** \$14.99  
#154603-9



**2** \$29.99  
#167475-3



**3** \$29.99  
#168464-6

**5** \$49.99  
#139825-4

**6** \$9.99  
#135857-1

# PLAYSTATION®

# GAME BOY® COLOR

**7** \$9.99  
#154950-5



**10** \$9.99  
#131883-1



**11** \$29.99  
#149912-8



**8** \$49.99  
#121213-0

**9** \$9.99  
#121661-3

**12** \$7.99  
#159904-2



- 1. ASTRO PAD, DREAMCAST, Performance
- 2. STARFIRE LIGHT BLASTER, DREAMCAST, InterAct
- 3. EXPANDED VISUAL MEMORY UNIT, DREAMCAST, Performance
- 4. BLUE SUPER PAD 64, NINTENDO 64, InterAct
- 5. GAMESHARK PRO, NINTENDO 64, InterAct
- 6. 15 SLOT MEMORY CARD, NINTENDO 64, Performance

- 7. BLUE PAD, PLAYSTATION, InterAct
- 8. GAMESHARK PRO, PLAYSTATION, InterAct
- 9. 15 SLOT MEMORY CARD, PLAYSTATION, Performance
- 10. SUPER ZOOM, GAME BOY COLOR, Performance
- 11. GAME BOY GAMESHARK, GAME BOY COLOR, InterAct
- 12. GAME BOY PROTECTOR, GAME BOY COLOR, InterAct

EB Has All the Hot InterAct Accessories

Call 1-800-800-5166 for the store nearest you!

**Sega Dreamcast™**

1 **\$199.99**  
#158975-3

2 **\$29.99**  
#164886-4

3 **\$24.99**  
#164887-2

4 **\$49.99**  
#164816-1

5 **\$49.99**  
#163413-8

6 **\$49.99**  
#164856-7

7 **\$49.99**  
#164802-5

8 **\$49.99**  
#164816-7

- 1. DREAMCAST CONSOLE, Sega
- 2. DREAMCAST CONTROLLER, Sega
- 3. DREAMCAST VISUAL MEMORY UNIT, Sega
- 4. HOUSE OF THE DEAD 2, DREAMCAST, Sega
- 5. SONIC ADVENTURE, DREAMCAST, Sega
- 6. SEGA SPORTS NFL 2K, DREAMCAST, Sega
- 7. SEGA SPORTS NBA 2K, DREAMCAST, Sega
- 8. FLAG TO FLAG, DREAMCAST, Sega

**Call 1-800-800-5166** for the store nearest you!



## Roommania #203

Sega's latest virtual pet simulator has you playing the role of a benign spirit inhabiting a young man's room. You can manipulate certain objects in the room, move them around and rearrange them while he's away. Talk about voyeurism in the worst possible way! When his friends come over, you can tap on areas in the room to attract their attention (and freak them out). With Seaman coming stateside, there's hope for Roommania yet. Sega will release Roommania this **winter**



## Toukon Retsuden 4

Toukon's back! **Yukes'** insanely popular Toukon Retsuden series makes its debut on the Dreamcast, and like all other Toukon titles, it'll move off the shelves in droves. The latest in the series features, among other things, Internet support (via the Dream Passport) and a 46-page "skill book." If you're a fan of wrestling games, but haven't ventured into the world of Toukon, it's time to have a look. TR4 is out **now**.







PREVIEW

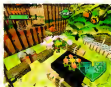
# The Legend of Zelda **Gaiden**

**Publisher:** Nintendo  
**Developer:** Nintendo  
**Players:** 1  
**Genre:** Action/RPG  
**% Done:** 50%  
**Release:** March 2000 (Japan)  
**Also On:** None  
**Web Address:** www.nintendo.co.jp  
 www.zelda64.com

**The Good:** Come on, man. It's another *Zelda*!

**The Bad:** It'll probably be a year or so before it hits the U.S.

**And The Goo:** Chris Johnston running around the office wearing a home-made Deku Scrub mask...



One of the major new gameplay elements in *Zelda Gaiden* stems from the use of those wacky masks that originated in *Ocarina of Time*. In this alternate dimension, a mask actually transforms Link into the creature that the mask represents! In addition to granting Link lots of new abilities (above, above left), they also bring new musical talents into play (left).

## EXPANSION PAK

### Hi-Res? Nope!



Even though *Zelda Gaiden* will require the Expansion Pak to play, don't expect fancy-pants hi-res visuals like those found in so many other N64 games today. Rather than simply increase the screen resolution, Nintendo instead opted to use the Pak to improve gameplay by allowing for richer textures, more objects on-screen simultaneously (see above) and greater viewing distances, among other things.

Kudos to the big N for keepin' it real and making sure gameplay comes first. If only more companies would take note, there might not be so many sub-par N64 games out there...

More months after restoring peace to the land of Hyrule in *The Legend of Zelda: Ocarina of Time*, Link once again set out on an adventure. One day, deep in the forest, he encountered a Skull Kid wearing a strange mask. Turns out, the Skull Kid stole his beloved pony—Epona—and took off into a doorway that led to a warped alternate dimension. What Link saw when he followed the Skull Kid through the doorway was a strange, yet oddly familiar world full of familiar faces. However, one thing was clearly different: In the vast sky above loomed a gigantic moon that was slowly falling down onto this world... "In but a few short days, this world will end..." So spoke those living there. Even as they waited, time passed mercilessly. "If you can find the Skull Kid with the strange mask, you may find a clue to saving this place." And so, Link's latest adventure began...

What you just read came pretty much word for word from the Nintendo Space World '99 Official Guide Book. Is your mouth watering yet?

Currently 50 percent complete and on target for a March 2000 release in Japan, *The Legend of Zelda Gaiden* (translated from the Official Guide Book as "*The Legend of Zelda: The Continuing Saga*") is shaping up to be every bit the monster hit that its best-selling predecessor was just one short year ago. Originally slated to be a 64DD game, *Zelda Gaiden* has since moved to cart and will require the

Expansion Pak to play (no doubt a side effect of it being in development for the DD for so long).

Strangely enough, it's been reported that *Ura Zelda* (the working title of the DD *Zelda* before it surfaced as *Zelda Gaiden*) is still in fact planned for a DD release. Confused yet? Don't worry, so are we.

Anyway, back to the game. *Zelda Gaiden* uses the same game engine as *Ocarina of Time*, though there are several modest enhancements, most notably in the graphics department. This is thanks to the Expansion Pak, which, rather than offering improved resolution (as it does in so many other games), instead works to provide a better frame-rate, more detailed environments, more action on-screen and a greater viewing distance. For example, at one point in the Dungeon Tour (one of the "Tours" concocted for the Space World demo version of *Zelda Gaiden*), Link enters a room with six Stalfos knights moving about independently—all without a hitch in frame-rate. Now if only they'll work on getting more than six different enemies throughout the overworld...

Gameplay-wise, *Zelda Gaiden* seems similar in a lot of ways to *Ocarina of Time*, but thanks to the quirky (and interesting) story, there's plenty of room for innovation. As you read earlier, in *Zelda Gaiden*, Link finds himself trapped in an alternate world—one that seems very much like Hyrule, yet unmistakably foreign in many ways. In this world, a giant moon is on a crash course with Earth, and if



# 7 million

The number of copies that *The Legend of Zelda: Ocarina of Time* has sold worldwide as of Aug. 24. If you don't own this masterpiece yet, you can get it new for only \$39.99 (it's a *Player's Choice* title). What the heck are you waiting for?



Link doesn't figure out a way to stop it in a certain amount of time, the world—and Link's chances of finding his way home—are kaput. The thing is, in *Zelda Gaiden*, time really IS important. You're actually playing against the clock (specifically, a giant Clock Tower—see screenshot below) which counts down in real time toward the impending doom that's going to occur if the moon hits home. This makes for one interesting diversion from Ocarina's gameplay. The masks make for another.

That's right—the masks. Those happy, fun little masks from Ocarina of Time are back, but in this strange dimension, they're a heck of a lot more useful (and there are a lot more of them). Whenever Link dons one of them, he morphs into the creature that the mask represents. On the Space World demo, there were three available masks—a Goron mask, a Zora mask and a Deku Scrub mask. Each provides unique abilities for Link, and each has a special instrument that only that particular creature can play. The Goron form has great strength and can roll into a ball (like Sonic) and zoom around at high speeds. It also plays a wicked set of bongo drums. The Zora can swim with amazing speed and finesse, while also possessing mad guitar skills. The annoying Deku Scrub can walk on water, shoot seeds, hide out in the ground and use special flowers to shoot sky-high, allowing it to fly (actually, it hovers). On the musical side, the Scrub's got a set of horns that'd make Dolly Parton jealous. All this



In the Space World demo of *ZG*, there were a few racing scenes that could be played out with each of the different masks (left).

with just three masks! Who knows what else you'll be able to do once more masks are uncovered...

Aside from the time element and the masks, there really wasn't that much new to check out in the Space World version of *Zelda Gaiden*. Still, what we saw looked extremely promising. Here are a few miscellaneous things you may find interesting: A) Link starts off young and will likely stay young for the majority of the game (since this takes place after he was returned to his youth form at the end of Ocarina of Time). He can now ride the horse (Epona) as a kid. B) There's less room for items in Link's inventory than there was in Ocarina of Time, and in the version we played, there weren't any items we haven't seen before (of course there's gotta be something new in the final version). C) There seems to be a variety of new enemies in *Zelda Gaiden*—some entirely new, some recycled from previous *Zelda* games (like *Zelda II* and *A Link to the Past*). D) The environments are much more varied and vast than those found in Ocarina. Expect huge dungeons, thick forests, snowy plains, nasty swamps and more. E) Navi's back. Is this good? Bad? You decide.

To sum it all up, we're damn excited about *Zelda Gaiden*, and you should be too. If this early version is any indication of what the final product will be like (which, while due in March, could easily get pushed back further—let's not forget how many times Ocarina of Time was delayed before it was finally released), Nintendo's gonna have yet another masterpiece on their hands. No word yet on a U.S. release, but it's pretty safe to assume that at the very latest, you'll be crackin' Stallions heads once again before Christmas 2000. 🐎





PREVIEW

# Super Mario RPG 2

<b>Publisher:</b>	Nintendo
<b>Developer:</b>	Intelligent Systems
<b>Players:</b>	1
<b>Genre:</b>	Action/RPG
<b>% Done:</b>	50%
<b>Release:</b>	January 2000 (Japan)
<b>Site ID:</b>	None
<b>Web Address:</b>	www.nintendo.co.jp
<b>The Hook:</b>	At first glance, the art style seems to get in the way of gameplay, but it actually makes it more fun to play.
<b>The Bad:</b>	Square helped develop the first Super Mario RPG and isn't working on this one.
<b>And The Why:</b>	Mario must've jumped into a newspaper press to get this thin. Wonder what exercise plan he's been on to keep his figure!



Though Mario is paper-thin, he can move around the world in 3D. Despite its kiddie appearance, the gameplay is all RPG.

As a pre-emptive strike, you can attack enemies without going into a formal battle with them in the "overworld."



**MARIO KOMBAT**

**Down w/RPG**

You charge your attacks by holding the analog and releasing at the right time.

At first glance, it looks as if Nintendo has turned Super Mario RPG 2 into a kiddie, simplistic version of the 16-bit original. Nothing could be further from the truth. Intelligent Systems—whose credits include Tetris Attack, Fire Emblem (a Super Famicom RPG never released in the U.S.), Metal Combat and Battie Clash (both Super Scope games)—take hold of the reins for the sequel from Square, who developed the first. Bowser is again wreaking havoc upon the land and, as he has always done in the past, Mario is the only one who can stop him. Mario and the other characters in the game are paper-thin sprites set in a 3D world. When they turn around or lie down, they flip over, just as they would if they'd been drawn



onto a card. Nintendo describes it as a "comic strip/puppet show" style.

As you explore the game's overworld, you'll run into familiar friends and enemies from the Mario universe. You can attack enemies early without having to get into a full-fledged battle, but if they hit you, the scene changes into a close-up battle with one or more enemies. You now choose attacks from a pop-up menu, and charge them up by holding the analog stick in one direction and releasing when your power bar is charged. You can also "invent" equipment for Mario to use in battle for more power.

New to the game is the ability to make enemies your ally. When you need a special ability, such as bombing a wall or flying over a pit, you can call upon that ally, which pops out of your pocket, to perform the necessary task. We'll have more on Super Mario RPG2 (Super Mario Adventure in the U.S.) as news filters in.



When you enter buildings, the camera zooms in, then opens the building (such as this house) up on hinges so you can see inside easily, like a pop-up book.



# Tom Clancy's RAINBOW SIX™

ONE  
SHOT  
WONDER.

**Rainbow Six** is as close as it gets to the intensity of real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.



NINTENDO™



GAMEBOY  
COLOR

www.redstorm.com



# ROAD RASH 64

*"It's by far the best playing  
Road Rash ever!"*

*-G64*



TEEN (13+)

ANIMATED VIOLENCE

Violence: Blood and Gore

Violence: Blood and Gore

# 180 MPH Slap in the Face, Anyone?

Special multi-player modes for up to 4 players  
including Deathmatch, Cop Mode and Tag

200 miles of interconnected  
tracks and environments



Intense pack brawling,  
including grudges and alliances

Thrashin' soundtrack featuring  
Sugar Ray, The Mermen and more

Over 25 bikes and characters  
to choose from

New weapons and moves like  
the dreaded spoke jam

**IN STORES  
NOW!**

[www.roadrash64.com](http://www.roadrash64.com)



Road Rash © 1995, 1998 Electronic Arts. All rights reserved. Road Rash is a trademark of Electronic Arts. Electronic Arts is the publisher of Road Rash. Road Rash 64 is published by THQ. THQ, the THQ logo and Road Rash 64 are trademarks of THQ. Road Rash 64 and "180 MPH Slap in the Face, Anyone?" are trademarks of Electronic Arts. All rights reserved.



[www.thq.com](http://www.thq.com)



THE DEVIL IS AMONG US  
AND YOUR DOOM AWAITS

GAMBLERS AND THIEVES  
WILL TEMPT AND ROB YOU.

DEMONS AND DISASTER  
WILL REIGN VENGEANCE UPON YOU.

YOUR FAST CARS AND EASY MONEY  
WILL NOT SAVE YOU.

FOR WHEN YOU DEAL WITH THE DEVIL  
THE DEVIL WILL DEAL WITH YOU.



Sega Dreamcast

Ubi Soft  
ENTERTAINMENT



ACTUAL SCREEN SHOT







PREVIEW



## LONG LINE AT SPACE WORLD

You'd think that *Zelda Gaiden* would be producing the long lines at Space World, but not so! Kirby's *Dreamland 64* had the longest of all of them—up to an hour and 45 minutes for five minutes of play.

# Kirby's Dreamland 64

**Publisher:** Nintendo  
**Developer:** HAL Laboratory  
**Players:** 1  
**Genre:** Adventure  
**% Done:** 50%  
**Release:** March 2000 (Japan)  
**ESRB:** None  
**Web Address:** www.nintendo.co.jp  
**The Good:** Old school 2D gameplay in an expansive 3D environment. Very promising.

**The Bad:** The only bad thing about this game would be if they don't release it in the U.S.

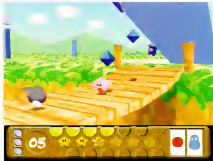
**And The Why:** Eating all those bombs has to be bad on the digestive system. Ouch!

**Also Try:** Kirby's Dreamland 1/2/3 (GB), Kirby's Dreamland (NES), Kirby 3 (Super NES), Klonoa (PS), Pandemonium (PS/Setrun) and Tomba! (PS).



After you finish each level, you're presented with a picnic blanket spread of power-ups. One well-placed jump, and one of 'em's yours.

Levels are 3D, but gameplay is set on a 2D plane. The camera sweeps around Kirby, making for some great visuals.



Kirby always seemed to get the shaft—his games showing up well after a system is already established and in the wake of the next big thing (with the exception of the Game Boy games). Maybe this will change things, as the N64 still has plenty of life left in it, as proven by Nintendo's strong first-party games at Space World.

Kirby's *Dreamland 64* is a 3D side-scrolling platform game on a fixed plane like *Klonoa* (PS) or *Pandemonium* (PS). The camera often swings around the action, keeping Kirby in view at all times, to reveal an enemy or curved trail. In some of the castle levels, you stay more or less stationary in the center of the screen as the scenery moves around you as you climb its spiral. Graphically speaking,

Kirby has never looked better. Forget Kirby's Air Ride—he deserves, and has now received, better. As in previous games, he inhales enemies and gains their abilities. For example, he can become a bomb, do a super-speed dash, have ice breath, turn into a refrigerator, become a spiky ball and more. But unlike those previous titles, he can now combine two abilities, creating even more new attacks. You're also able to pick up enemies and use them as weapons or pick up their weapons, such as swords, to swing back at them.

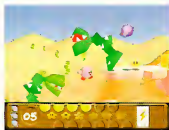
The story goes like this: A mysterious enemy has kidnapped an innocent fairy, and Kirby must come to her rescue. To save her, he has to collect crystals that have been scattered throughout the game's levels. There are plenty of bosses to get in the way of your goal, too. One in particular is a boy who draws enemies for Kirby to fight. They jump off of his canvas and attack our poor lil' pink puff-ball hero. (They are flat, crayon-ish drawings in 2D like the characters in *PaRappa* or *Super Mario RPG* 2). At various points in the game and before and after bosses, there's a cutscene using the game's engine.

Levels in the game include: Desert, Ocean, Seaside, Castle, Forest, Mountain Pass and Greek Ruins. Music is comprised of upbeat, very saccharine-music-box-ish tunes that fit right in with what the Kirby series has become. Even at only 50 percent complete, Kirby 64 looks like a winner.

## FILM STRIPPIN'

## Puff Daddy

A particularly funny scene.



# Kena Warrior Princess: The Talisman of Fate

<b>Publisher:</b>	Titus
<b>Developer:</b>	Selffire
<b>Players:</b>	1-4
<b>Genre:</b>	Fighting
<b>% Beat:</b>	90%
<b>Release:</b>	November 1999
<b>Also On:</b>	None
<b>Web Address:</b>	www.titus.com
<b>The Book:</b>	Only the second four-player fighter available for N64.
<b>The Bad:</b>	Gamers who dismiss a game because of its license.
<b>And The Way:</b>	End Boss Despair.



Attack foes from a distance with Xena's Decapitato Ring, or, Chakram.



Superb collision detection allows single attacks to affect multiple characters.

## DOUBLE FEATURE

### Xenamania

PlayStation owners will be receiving the ir very own Xena game, entitled *Xena Warrior Princess*. Published by Electronic Arts, the game is more of a Tomb Raider-style 3D adventure. (See Review Crew this issue.)



Fighting fans, Titus wants to get medieval on your collective asses with intense four-player combat starring everybody's favorite doughnut bumper from down under, Xena.

Not to be confused with Xena Warrior Princess, EA's 3D adventure for PlayStation, *Xena Warrior Princess: The Talisman of Fate* is a weapon-based fighter in the tradition of Wu-Tang Shaolin Style, minus the gratuitous blood and guts. In addition to Xena, the game includes such series favorites as loyal gal pal Gabrielle and Autolykus, played by Evil Dead star Bruce Campbell. There's also a Julius Caesar wannabe, a fan-wielding Oriental girl, a Greek goddess or two, and a nasty End Boss aptly named Despair.



Controls are reminiscent of *Samurai Showdown*, with strong and weak weapon attacks and kicks; however, the game has one important addition: a targeting button, A, that allows you to focus your attacks on the enemy of your choice.

While two-player contests are interesting, the action really heats up during multiplayer matches, which can be fought as handicap, team or last-barbarian-standing contests. Thanks to excellent collision detection, a single move such as a leg sweep or roundhouse may take out two or three foes, a feat developers of multiplayer wrestling games have yet to learn.

Although the version we received is only 90 percent complete, the fighting engine is surprisingly polished for a first-generation effort. It includes plenty of "juggling" attacks in addition to more subtle moves which most developers don't get around to adding until the second or third installment of a game, such as ground attacks and wall escapes. There are also plenty of flashy projectile attacks involving pillars of flame, lightning, cyclones and—of course—Xena's trademark Chakram-bladed flying disk.

While the game is obviously aimed at Xena fans, there's plenty for non-fans to like, not the least of which is plenty of leather-clad babes. If you're an N64 gamer jonesing for Wu-Tang or Shao Lin-style multi-player combat, look no further. 🍌





It's not the size  
of your howitzer, it's  
what you do with it.



11.14.94

© 1994 Time Warner Entertainment Company, L.P. All rights reserved. "Teen" is a trademark of Time Warner Entertainment Company, L.P. "Toy Story" is a trademark of Disney. "Woody" and "Buzz Lightyear" are trademarks of Disney. "It's not the size of your howitzer, it's what you do with it." is a trademark of Disney. "Toy Story" is a trademark of Disney. "Woody" and "Buzz Lightyear" are trademarks of Disney. "It's not the size of your howitzer, it's what you do with it." is a trademark of Disney.



# TINY TANK

The Tiny Tank with the Big-Ass Truck.



Tiny may have the body of a vending machine, but he's got the spirit of a rolfwelder.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of *Ray-bitey* piranhas devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.





PREVIEW  
GALLERY

[www.daiikatana.com](http://www.daiikatana.com)

[www.top-gear.com](http://www.top-gear.com)

Check out the top URL for general news and updates on Ion Storm's beleaguered shooter...and the bottom URL for updates on the N64 version.

## Excitebike 64

**Nintendo** and **Left Field** bring the NES classic to the N64 this **December**. It has six modes of play: Season, Special Tracks, Multiplayer, Time Trials and Custom Track Mode. Much like the original Excitebike, you use the analog stick to point your bike in the right angle for safe landings. As you can see at the right, there's a four-player mode, track editor and a variety of stages including an all-terrain jungle level.



## Paperboy

**Midway** and **High Voltage Software** are giving the classic arcade game a 3D update. Gameplay is basically the same, except you can do bike stunts for more points. Paperboy is due out in **October**.



## Daikatana

The PC version of **Daikatana** has been a hot topic of more debate, and the subject of more game industry scandal than just about any other game in history. For those of you not up on your PC games political history, **Daikatana** was initially to be the first game released by **Ion Storm**...the company set up by ex-ID software design guru John Romero. After numerous delays and staff changes (with the odd scandal thrown in) the game still isn't out and is more than a year late. **Kemco** has picked up the N64 rights to the Quake-like 3D blaster and may well have its version out before the real thing. It's a very ambitious first-person shooter with multiple characters and some cool dynamic environments. Travel through time, killing bad guys and marvelling at the graphics. **No release date is set yet.**



## Worms: Armageddon

If you missed out on the first **Worms** (PS, Saturn, PC), then you missed out on one of the most addictive multiplayer strategy games ever. Now, the third game in the series (consoles never saw **Worms 2**) is on its way to the N64, complete with more weapons of mass (and not so mass) destruction, new levels and four-player play. **Infogrames** is releasing this version early **next year**.





eTOYS.COM

\$39.99



BUY.COM

\$32.95

**IT'S ABOUT  
HIGHWAY  
ROBBERY.  
(THE GAME, NOT  
THE PRICE.)**



BUY.COM



© 2008 Warner Bros. Entertainment Inc. All Rights Reserved. DC, DC Comics, GREEN LANTERN, GREEN LANTERN: THE BIRTH OF THE NEW GREEN, MOVIE, and the DC logo are trademarks of Warner Bros. Entertainment Inc. The names of the characters and the names of the DC Comics characters are trademarks of DC Comics. The names of the characters and the names of the DC Comics characters are trademarks of DC Comics. The names of the characters and the names of the DC Comics characters are trademarks of DC Comics.

THE RULEBOOK SAYS YOU CAN ONLY FIGHT INSIDE THE RING.  
BUT THEN AGAIN, THE RULEBOOK SAYS A LOT OF THINGS.



huri WCW wrestling's A-list out of the ring and into backstage areas, locker rooms and parking garages.

Trash opponents with garbage cans, folding chairs and anything else that's not

belted down. It's a big arena out there. Give 'em a guided tour. [www.wcwmayhem.com](http://www.wcwmayhem.com)



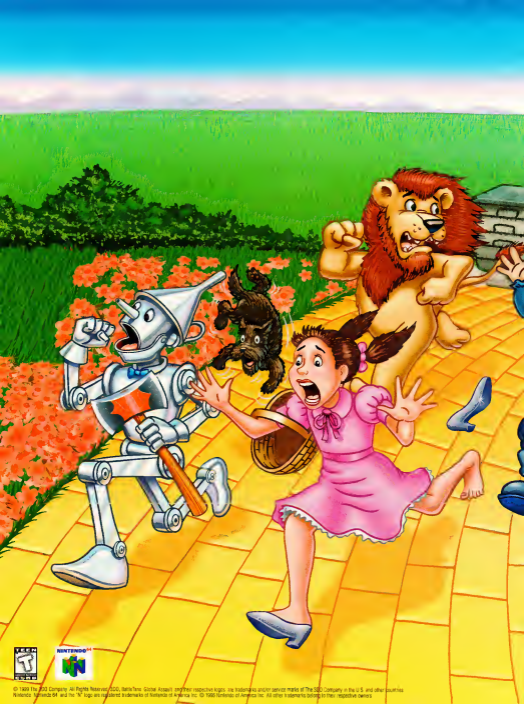
**WCW MAYHEM. IT STARTS IN THE RING. IT JUST DOESN'T HAVE TO END THERE.**


ELECTRONIC ARTS



WCW...The Album Coming 10.19.99  
Prime Strategy Guide Available.







**More insane weapons  
and modes of destruction**



**Four Player  
head-to-head action™**



**22 new levels and 12  
havoc-wreaking tanks**

# BATTLE TANK GLOBAL ASSAULT

*Fight for the Future.*

# 3DO™

[www.3do.com](http://www.3do.com)



## Mini Racers

Nintendo showed off a 90 percent complete version of Mini Racers at Space World '99, due out **later this year**. It's very reminiscent of R.C. Pro-Am, only without the weapons. Tracks are both on and off-road, with a Tag Mode where hitting your opponents is encouraged. Up to four players can race simultaneously, and the game's track generator lets you randomly generate tracks you can edit and save for later use.



## Test Drive Rally

Infogrames is set to release its first Rally game under the Test Drive name in **early 2000**. The title features 53 tracks, 22 licensed vehicles and real-world rally drivers. In addition, a game mode called "Knockout" pits you against a computer opponent using the same vehicle and setup for a true one-on-one race. Other notable features: four-player mode and cool graphic effects such as sparks, smoke and bum-outs.



## Mario Party 2

The sequel to this year's party-inducing board game is set to hit Japan in **December**. **Hudson** and **Nintendo** have teamed up once again to bring players a total of 64 mini-games and a handful of new boards. There's also a level where Bowser himself plays. Now you can use items, and there are a lot more traps to lure opponents into or fall into yourself! No word on when this will hit the U.S., but we hope it's soon.





Jet Moto 3

02:54:03

09/14/99



### Excessive Speeding 2:54 a.m.

Jet Moto racing is back. With an all-new 3D racing engine that delivers sharper graphics, faster speed and more adrenaline. Jostle and fight for position on 19 killer tracks and 11 insanely fast hover bikes. It's the wicked speed you've always wanted, without all the tickets. | **The rush is back!**



PlayStation 1



[www.989studios.com](http://www.989studios.com)



Licensed for use with the PlayStation game console. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Jet Moto is a registered trademark, and 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. Published by 989 Studios. ©1999 Sony Computer Entertainment America Inc.

In the early '90s, Nintendo contemplated releasing the original 8-Bit *Mother* for the NES, but decided against it due to poor sales of *Dragon Warrior* in the U.S. It got a second chance through a fan-translated version called *Earthbound Zero* (for play on NES emulators). You can find more information on *Earthbound Zero* by visiting <http://www.earthbound.net>.

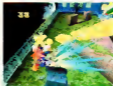
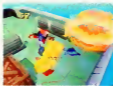
## Mother 3

Once a 64DD game, Nintendo's *Earthbound* sequel *Mother 3: The Final Days of the Pig King*, is now headed for Japan on cartridge in **May 2006**. A 50 percent complete version was shown off at this year's Space World. There are four main characters—Flint (the father), Ryuke and Krause (his two sons), and their dog Boney. The game begins as Flint goes to investigate strange sounds emanating from a nearby forest, to protect his family and the village. It's split into chapters, as you take control of one of the main characters in each. As you go through the game you'll experience each event differently depending on which character you are. The battle system is pretty simple, but if you press the buttons to attack on the beat of the music, you'll score multiple hits. You can even jump into enemies to get the first attack in.



## Custom Robo

One of the biggest surprises at Space World '99 came from **Noise** (a team within second-party Japanese developer **Marigull**) in the form of *Custom Robo*. It can best be described as a mix between *Virtual On*, *Robo-Pit* and *Pokémon*. In the game's Story Mode you get your very first Custom Robo, "Lei," and head with your brother to the Robo Station's Holosseum, where other Custom Robo owners go to battle (yes, they're all holographic robots). When you get there, a huge battle breaks out, with rivals challenging you one by one. Your goal is to work your way up to the final showdown with Mamoru and gain the title of champion. If that's not your speed, you can take control of 30 different robos and suit them up with weapons and armor of your choosing then battle either the computer or a human opponent. Combat takes place on a virtual battleground that zooms in/out and makes obstacles transparent so you can see your opponent. It's easy to pick up and a lot of fun to play. **Nintendo** will publish the game this **November** in Japan.





**THRASHER**

SKATE AND DESTROY

defy urban gravity

[www.skateanddestroy.com](http://www.skateanddestroy.com)



REAL

DC

Red Bull



STUK

Supreme



Z-axis



ROOKIE

ETC



developed by  
**Z-AXIS**





Barbarians aren't the only ones that will need a change of underwear. Cyclops, that will fall before your legendary looks. Throw a Chalcram. Cast a spell. Crack a rib in mythical worlds. Because every sword-swinging princess knows the quickest way



Ever seen a grown  
Barbarian wet his loincloth?

**XENA**  
WARRIOR PRINCESS

USA  
NETWORK

Watch weekdays at 8pm/7.5c  
starting September 13th.

Mipotaurs and Medusas are just a few of the creatures  
with a bicycle kick as you carve your way through seven  
to a man's heart is through the sword.

[www.xenagame.com](http://www.xenagame.com)

Prime strategy  
guide available





# Resident Evil 3 Nemesis

<b>Publisher:</b>	Capcom
<b>Developer:</b>	Capcom
<b>Players:</b>	1
<b>Genre:</b>	Adventure
<b>% Done:</b>	70%
<b>Release:</b>	November 1999
<b>Age Re:</b>	None
<b>Web Address:</b>	www.capcom.com
<b>The Good:</b>	Zombies everywhere!
<b>The Bad:</b>	Resident Evil 3? It's more of a sidestory than a sequel.
<b>And The Why:</b>	Your face after it's been "french kissed" by the Nemesis' tentacle hand.



Unlike Resident Evil and RE2, Nemesis is a one-character game for the most part. Even though you take on undead as Jill Valentine 90 percent of the time...



...you will play a brief stint as Umbrella badass Carlos Oliveira.

## GAMEPLAY TWIST

### Decide Now!



RE2 had its two-character "zapping system" as its spin on the Resident Evil formula. This time, we get special choose-your-own-path parts. Menu choices pop up on screen at key points in the game. Take the scenes above, for instance. Jill is minding her own business when a gang of flesh-eaters begin breaking through a nearby gate. Two options flash up—she can either run from the room or throw a nearby switch. Act quickly or the game decides for you.

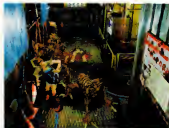
They do it once a month. Every producer, planner and director involved in the development of any current Resident Evil project gathers in Capcom R&D's offices in Japan and talks shop. Their goal: to avoid any continuity problems in the Resident Evil saga's increasingly complex story line.

Seeing as how the newest installment in the series, Resident Evil 3 Nemesis, drops characters from the first game into settings from the second and is set at roughly the same time as RE2, Capcom's planning meetings are no doubt a necessity. In case you missed our massive cover story a few months ago, here's a quick recap of RE3's tangled tale. You play Jill Valentine, who

returned from the first game's mansion only to see the entire horrific incident covered up and forgotten by the Raccoon PD. She resigns from S.T.A.R.S. and packs up to follow Chris Redfield, who's already left to investigate Umbrella's HQ in Europe. But just as she's about to wash her Raccoon City troubles outa her hair, the G-virus-infected zombies hit the streets, putting the kibosh on her plans to escape.

So, the game picks up on Sept. 28, the day before events depicted in RE2. It continues on through Sept. 29 and finishes up the following night. You'll trundle through familiar settings, including the police station (scan this preview for a screenshot of a room and minor character from RE2). But one thing we haven't seen as we played through our nearly complete preview version is any *Back to the Future Part II*-style intertwining of prequel/sequel plot lines. We were hoping to see RE2's Leon or Claire grappling zombies in some distant alley. Would that be cheesy? Sure, but it'd also be a nice graphical touch that would drive home the idea that, yes, you are stalking around town during RE2's time frame. Of course, such a sequence may be in the final game and we just haven't seen it yet.

Gameplay-wise, RE3 is faithful to the previous games: You explore, shoot zombies, solve puzzles, shoot more zombies, uncover the Umbrella Corporation's misdeeds, shoot even more zombies. Heck, this thing is jammed to overflowing with





## RESIDENT EVIL ONE FOR TWO?

Strange but true: Early press releases for the original Resident Evil claimed it would be a two-player game. So where'd the multiplayer mode go? "I originally planned to have a 'partner' character always act together with a player character," RE series producer Shinji Mikami told us. "The partner's role was to do various actions and responses to the enemies, traps and puzzles, but the plan was scrapped due to hardware limitations."



The real star of RE3 is your ruthless pursuer—the Nemesis. How scary is he? "[The Nemesis] is always watching you," series producer Shinji Mikami told Japanese mag *Dengeki PlayStation*. "He is somewhere around you, but you never know where. He is extremely horrifying. He runs extremely fast. He keeps tracking you even though you move from door to door."

stinkin' undead. It's more action-oriented than past Resident Evil games. Zombies are everywhere, and you'll have to master the new dodge move pretty early if you wanna survive Raccoon City's mean streets for long. You'll even come across the occasional civilian in need of saving. You can hear their terrorized cries from a distance. Race to their rescue before they get gang-munched. We know of at least one mini-game you can open when you beat RE3. Perhaps saving all the civilians is one key to unlocking it.

With its zombie-packed streets, RE3 is a tad trickier than previous Resident Evil outings. Newbies can play at an easier mode, called Light Mode, which offers more ammunition and an easier dodge move. Besides the varied undead (you'll face zombie businessmen, zombie doctors, etc.), you'll also go up against the devil dogs and spiders of

previous games. Nasty newcomers include poisoning spider/licker hybrids and giant slugs.

It's not the new critters, dodge move or decision moments (see sidebar) that make RE3 different from its predecessors. The new wrinkle here comes in the form of a hulking, mutating, terrifying new character named Nemesis. He shows up early in the game. He has a definite problem with S.T.A.R.S. members. And he spends the rest of the game busting through walls, doors and windows, kinda like the boogey man meets Kool-Aid man. He'll follow you from room to room and he's lightning quick. The Nemesis is easily the most terrifying Resident Evil enemy ever.

Flagship—the company that wrote the scenarios for RE:Gym Dino Crisis and the upcoming Code Veronica—didn't create RE3's story. That has some die-hard RE fans a little worried, and some skeptics see RE3 as more of a sidestory than a true sequel.

But while Capcom staff wrote RE3's scenario, Flagship is still checking over the plot to make sure everything fits together in the growing Resident Evil universe. The game does promise to answer many of your questions about the Umbrella Corporation and its schemes. Unless the Nemesis kills you first. ☠



**Artful dodging:** Tap R1 at the right time and your character sidesteps attacks (left). You perform different dodges depending on the monster you face. Puzzles (bottom left and below) are less tedious this time. Many can be solved within a single room; you rarely have to haul items from one end of the game to another.



## GAME FLICKS

### 'Orror Show

We agree that RE2's FMV intro rocked, right? Right. Good, 'cause RE3 packs an equally cool opener. The sequence shows a Raccoon City gone shithouse, as zombies begin their assault on the citizenry, police and members of the Umbrella Biohazard Countermeasures Force. Take a gander...



# Tomb Raider: The Last Revelation

Continued on p.132

<b>Publisher:</b>	Eidos
<b>Developer:</b>	Core Design
<b>Players:</b>	1
<b>Genre:</b>	Action/Adventure
<b>% Done:</b>	20%
<b>Release:</b>	November 1999
<b>Also On:</b>	PC
<b>Web Address:</b>	www.eidos.com www.tombraider.com

**The Good:** A proper sequel to Tomb Raider...this one actually has some different stuff in it.

**The Bad:** Do people still care? Tomb 3 wasn't that hot.

**And The Ugly:** Blowing people's heads off with the new weapons.



Things have certainly changed a lot this time. While at first glance it all looks decidedly "Tomb Raider-y" things are different. The fact that it all takes place in the same part of the world also makes the whole story feel much more cohesive and "movie-like." Note that it's not called Tomb Raider 4. Apparently this is designed to attract new gamers to the franchise.

## METAL GEAR CROFT

### Lara Knows How To Handle A Loaded Gun

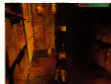
As you can see from the screenshots just over there to the right, Lara's arsenal is now not dissimilar from that of a small army. Pistols, Uzis, shotguns, cross-bow and grenade launchers all make an appearance, and all of these can be affected in some way by attaching pieces to them Parasite Eve style. Slap a laser sight onto the top of the powerful revolver and you can aim at the bad guys' heads and blow them off the GoldenEye way. It's particularly fun when you're battling undead skeletons that just won't go away when you ask them nicely. Don't want to kill everyone in a room, but want to knock them out while you run through? Slap some stun grenades in your launcher and watch everyone drop like flies. It's all derivative stuff...but it's good fun.

For whatever reason, the fourth Tomb Raider game isn't to be known as Tomb Raider 4. Absolutely not. Suggest it to anyone involved with the project and they pull a funny face and then explain that sticking a number after a big game name isn't a great idea. It doesn't seem to have done Lara any harm in the past though. Tomb Raider 3—by far the crappiest installment so far—is apparently the biggest seller by quite a considerable margin. Ho hum. Tomb Raider guru and Core Design big-wig Adrian Smith explained the logic in a recent interview with [www.videogames.com](http://www.videogames.com). "In essence, in TLR, we want to capture a lot of new PlayStation users and introduce them to the Tomb Raider series of games," he begins. "People are normally fairly

(Below) Lara's arsenal is quite considerable this time around, and it's bolstered by the fact that you can now combine items (like a gun and a sight) as well as choose types of ammo for the crazier guns.



(Below) Puzzles come in a variety of styles. Here you need to keep the floor open by manipulating the machine to the side of it. How to do this? Why, shoot it of course (aim with your laser sight) and open sesame!



skeptical when they know it's the fourth or the third or even the second in the series. They feel they need to go and buy the first one. It's just really something we've wanted to overcome in The Last Revelation. We wanted to make this game appeal to the core users who enjoyed playing the Tomb Raider series and also to completely new users. What we're trying to say is, "This is the definitive Tomb Raider." This is the combination of the first three games with elements that will tell the history and explain why Lara is who she is today."

Sounds like marketing talk to us. Call it whatever you will though, taking a closer look at the most recent playable version of the game reveals that things have taken a step up in terms of quality this time. While Tomb 3 seemed to lack focus and sprawled all over the place in a series of "set pieces," The Last Revelation seems very cohesive. All set in Egypt, it takes Lara back to a far more Indiana Jones style setting with cramped interiors and cunning puzzles. "The gameplay in Tomb Raider III was changed," explains Smith. "Some say for the better, some say for the worse. We've actually reverted back to what we think Tomb Raider should be, which is more in line with TR1. We've also made this one a sort of epic adventure. It isn't Lara jet-setting around different locations. We've chosen one



## *Symptoms of Fear:*

*Perspiration*

*Dilation of Pupils*

*Trembling*

*Nausea*

*Loss of Appetite*

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



Breakthrough SUSPENSE/ACTION ADVENTURE game. Beyond your realm of fear. Beyond any 3rd person game created.



MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.



NON-INTERUPTED GAMEPLAY for more intense action and debilitating power. Comes in handy for the TRUE RUTHLESS MERCENARIES whose destinies you control.

# fear effect

It can recognize your fear. Can you?



EIDOS  
INTERACTIVE  
eidos.com

EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive. Fear Effect is a trademark of Eidos Interactive. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

# "I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless."

—Set—an Egyptian with an apparently very bad temper

Continued from p. 130



Lara pushes through the first set of doors in the library.

As with the earlier games, the levels in TLR are hub-based. Find a large area and many puzzles will branch off of it.



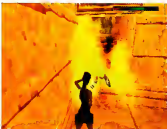
location, and the whole game takes place there."

Also significant this time around is the fact that we get a lot more characterization this time. We get to learn about Lara's history and some of the important influences in her life. Smith explains "the training level [at the very beginning of the game] takes place in Cambodia and is a 'flashback' that is used to introduce Lara's mentor, Von Croy. It's also to re-introduce Lara herself at the age of 16 years. The 16-year-old version of Lara is not a 'feature' of *The Last Revelation* but is used as a means to tell both old and new users more about her history and the reasons why she is an adventurer today. Von Croy has the same moves as Lara and teaches her how to perform all of them both old and new."

Playing the early version of the game also reveals that Lara herself looks and acts a lot better than she has before. The dual analog control system from *Tomb 3* is back, but it seems to have been refined somewhat, and Lara now seems to look and feel a lot more like she's "within" the environment. She crawls about, steps over things, pulls herself up ropes and she can even twist around mid-jump to make combat more controllable. She looks much better too—gone are the polygonal sharp edges of her past—now she's all smooth and curvy... smoother and curvier than in *Tomb 3* thanks to a fancy graphical technique that lets the artists wrap

the graphics around her like a skin.

For the real hard-core *Tomb Raider* fans, we've also got word of how the save system is going to work this time. This has been a hot topic of debate throughout the series with chops and changes between unlimited save and specific save points. Impatient or inexperienced players will be pleased to hear that TLR features a return to the "save anywhere" philosophy of *Tomb Raider 2*. Several thousand of you will no doubt be groaning at that particular revelation...but it seems Core and Eidos are trying to be as friendly as possible with all of the gameplay mechanics this time. 🐜



## ALL IN ONE PLACE

### Walk Like An Egyptian



"Egypt is probably a return to one of the best locations we could put a *Tomb Raider* game in," explains Core Design's Adrian Smith. "So it's in Egypt, but it's around a small center. And that isn't really going to be known by the player in the beginning. The story line is driven very much through the whole of the game. What happens at which point and with which character will make the story unfold in front of you."

Few details have been revealed about what Adrian is actually talking about here...vague details are something of a tradition when it comes to the *Tomb Raider* games during development. What we do know though is that the story line is very timely in that it deals with Egyptian mythology, meteorology and how all of this ties in with various events leading up to the millennium. It's a definite return to "old style" *Tomb Raider* games, something most welcome after *Tomb Raider 3*.



**CORE DESIGN** is at it again. This fall will see the return of two top games with the PlayStation's hottest characters and Core's knack for addictive gameplay. *Tomb Raider: The Last Revelation* and *Fighting Force 2* are sure to satisfy fans as well as capture the imagination of new players. For more on two of the hottest titles coming this fall, read on.



# THE LAST REVELATION

## TOMB RAIDER

**A**nd SET sayeth: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

Egypt. Land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction... or death. Enter: Lara Croft. Based entirely in Egyptian locations, *The Last Revelation's* plot revolves around ancient mythology and the alignment of



The story is unveiled seamlessly through gameplay action driven by advanced engine technology. New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience. *Tomb Raider: The Last Revelation's* redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to be combined, collected and stored. The new inventory also features Lara's diary, which includes her personal notes from each adventure and a location map that players can access for hints and tips. Application of the transformed system will give new life to puzzle elements — a key feature of *Tomb Raider: The Last Revelation*. Clear objectives and smaller locations will result in less time spent traveling between areas. Individual

environments are more reminiscent of the original game — tightly focused and puzzle-oriented, but with higher levels of detail and a greater number of objects than seen before.

The atmosphere will also be more akin to the original due to the emphasis on ancient locations and tombs. To further the atmospheric detail, the lighting system features spotlighting. New environment mapping allows a variety of surfaces and objects to reflect and react to light sources. Lara herself will have a new remodeled look — fully skinned and more detailed. A range of new moves, both simple and complex, provides an assortment of brand new puzzle and trap mechanisms for Lara to negotiate. The puzzles are based on Egyptian mythology and will operate like complex board games right at the player's fingertips.



the stars at the millennium. Finding herself in a serious predicament, Lara's objective is clear from the outset — she must escape a terrifying destiny and rectify a situation that threatens to destroy humanity.

CORE DESIGN

TOMB RAIDER: THE LAST REVELATION

## Interview with Adrian Smith of Core Design



### So what's the plot this time?

We've made the basis of the story a lot simpler this time around - the player is given a very clear objective from the outset. The plot will twist and turn as Lara progresses, but the ultimate goal always remains in sight.

Very basically, Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb... and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final confrontation.



### Do you fear a backlash against this title since it is the 4th in the series?

Despite any number of new features and improvements, the game is still, in essence, 'Tomb Raider' - an adventure game featuring Lara Croft. What we have done this time is completely re-address a number of key elements. This will immediately distinguish Last Revelation from its predecessors and bring fresh life to the title. The on-screen format is completely new - gone are the old inventory rings, loading screens etc. It's always been our

intention to make the fourth game as accessible to as many people (both old fans and new users) as possible. We've focused on simpler gameplay so the game will be easier that TRill in terms of direction and objectives. Players will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objectives - so it's very much like the original game in that respect. A very clear storyline and single location means that a lot less time is wasted covering vast distances.

In some ways Last Revelation is a prequel to the trilogy, but the technical advances will make it far more detailed and atmospheric. If you've never played a Tomb Raider game, this is the one that we'll be recommending!

### Can you tell us about any of the new enemies that Lara will face?

We're concentrating on highly detailed enemies - there may be fewer of these but they will certainly be more purposeful than those seen in previous titles. Since we're dealing with Egypt, our artists and animators have really been able to let their imaginations go so we've got mythological baddies as well as natives and generics. Due to the nature of the plot, you'll find a lot of rather strange things happening and don't be surprised if you find that your are pitting your skill against an adversary through the adventure.



### Will there be another game in the Tomb Raider series?

Well you know what they say... 'You just can't keep a good girl down...'

CORE DESIGN

TOMB RAIDER: THE LAST REVELATION



EIDOS  
INTERACTIVE

EIDOS.COM

COMING SOON  
FOR BOTH  
PLAYSTATION AND  
DREAMCAST

# FIGHTING FORCE 2

CORE DESIGN

## A Sequel? Well, What's New?

In *Fighting Force 2*, everything is new. Core Design took the best elements of the original game, which was the fast-paced hand-to-hand combat and object interaction and carried it to the next level in gaming. Sporting a brand new 3D game engine and focusing on the action genre rather than simple beat'em up has really opened the eyes of tough to please hard-core gamers. Rather than using an entire "Force" of characters, Core has

chosen to focus on one main character (see side bar), Hawk Manson, to lead the charge in this sequel. This allows for more storyline elements to be introduced as well as a greater number of animations or moves the character will have. The main

objective of the game is not known at the outset. The storyline is integrated, giving clear objectives that allow the plot to unfold. Cut scenes will be used to give the player his next objective or further information. Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line. Hawk is also equipped with a data handset of which information is received via the Control Base. The Base will give Hawk additional information and objectives.



"In fact we have introduced many new weapons, which will help the player to deal with some of the most difficult situations making the action more realistic and rewarding. All the fighting moves and the system have been redesigned so that interacting with them results in a more balanced game for the player," says Ken Lockley, Producer at Core Design.

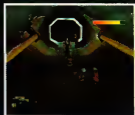
FIGHTING FORCE 2



## LEVEL PROGRESSION

The player must negotiate nine global locations, split into approximately 24 separate stages. The levels vary from the steel mills of Pittsburg and a tank factory in Japan to South America. Each location holds a clue that leads to the final confrontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional strength and protection. The game flow

also splits after the fifth level where the player is given a choice that will result in the player visiting different locations.



## ARTIFICIAL INTELLIGENCE

Each of the 50 enemies and bosses have unique artificial intelligence and are knowledgeable about the layout of the surroundings. For example, if Hawk enters a room the characters may react in different ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in the process. This is where some of the stealth capabilities play a role in

## WEAPONS

**Heckler and Koch HK-07.**

Lightweight and easy to use were the main design aims of the weapon. Designed to be used in a variety of combat scenarios, the system is made up of two, a cartridge loading system to feed up to 10 of the two delivers a range of ordinance. These include standard high explosive rounds, HEAT and laser triggered rockets.

**T-8 MFG.**

An advanced NATO ordinance, the T-8 hand grenade has been produced in its millions and repaired to over five million worldwide. The T-8 was the first multi-format grenade (MFG) to cause no concern and the reliability of the weapon has made it a favorite with all branches of the armed forces, especially air and special forces units. Multi-format programming allowed the user to select the type of detonation required before arming the grenade.

**Mini-Commando Blade.**

Thrusting combat, the Mini-Commando lightweight carbon fiber blade. Balanced for throwing. The designers have used the most advanced technology and materials available to create a dual purpose weapon capable of surviving even the most inhumane environments.

**Dodge Lighter.**

Being such a lightweight pistol, the Dodge is the most certain answer to the multi-gauge shotgun of the old west. The lightweight magazine system developed in this weapon gives it an edge over other auto-loading shotguns. The lighter weight from this system is soaked up by the clever design of the weapon body and stock and the advanced lightweight plastics that make up the construction.

**SR-08.**

The high velocity sniper rifle is military and special forces grade hardware. Lightweight and using advanced scope technology it fires titanium hollow bore rounds all up to a New range. The targeting scope is classified technology, and its advanced sensors can detect wind speed, fall off and zero in on 'Vukar' and compensate for these factors accordingly.

**Schwinger TOM-72.**

This anti-air, long-range, fire-breathing and saw-toothed rifle is the currently the most powerful long range sniping rifle in the market. Being three meters long, the TOM-72 has been designed for upgradability and will accept a wide range of combat accessories. Night sights, laser targeting and grenade launchers being just a few. It is a favorite weapon for anti-aircraft units where close range and high rate of fire are required.

**Dodge Riot Baton.**

Being a classic riot baton designed to drive or control shock or control with deadly force in the USA but banned in many other countries, the baton is used in riot control and large gathering operations.

**General Dynamics M-30.**

The English M-30 is a hand held rifle that loads a second in the General Dynamics chain gun - a study piece of hardware. The compact dimensions of the weapon allow it to be mounted on a vehicle, but the manufacturer does not recommend firing from the hip.

**ARMADOM - 400.**

With a range of 500m, the ARMADOM was designed for urban warfare where long range snipers and those to whom lighting are necessary. The flammable chemical mix is held in a 10 ton tank under the body of the weapon and is pre-armed prior to firing. Combustion and materials, the weapon has not found favor amongst the armed forces.

**Black Widow Snake.****Series 700.**

Lightweight and easy to use, the range of this precision makes it ideal for covert operations. The weapon can be fired with a laser guided sight and is capable of firing a number of bolts. These include carbon fibre, poison gas and explosive lead bolts.

**Menzai Short Sword.**

Handed Japanese non-reflexive blade. Lightweight carbon fiber handle. Balanced and designed for close range combat.



the game. Some characters will not perceive the player as a threat unless a direct action is taken against them. Avoiding confrontation is some situations may be a more strategic decision.

"The AI and game flow control in FF2 create much more varied and interesting potential outcomes in any given situation. For instance the removal of an enemy before he manages to set an alarm (Bringing reinforcements into a room - This would be BAD!), will make passage through that area substantially easier. The player will also be able to learn from the behavior of individual enemies and in later levels, avoid having to deal with the reinforce-

ments by taking the "alarm setting" enemy out FIRST before he is able to call them," says Lockley.



### KEN LOCKLEY ON THE NEW APPROACH TO FF2

The original game's major weakness would have to be repetition. With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50-50. We had to completely re-think the control system to



allow many more combat moves / combos. There are specific combos and deadly weapons, even moves when guns are emptied (player can use empty pistol to hit enemies.) We also have 'chargeable' moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the count of moves has almost doubled from the previous Fighting Force.



## FIGHTING FORCE 2

### Hawk Manson

1987 Enrolled in the U.S. Marines. Saw active duty in Panama, Grenada, and the middle east. Served one year in the elite Navy Seals unit.

1995 Injured and discharged on medical grounds

1996-1999 Freelance security advisor for local law enforcement agencies in the United States and Europe. Police records cannot prove any links to vigilante activity but Manson is suspected of strong air law enforcement and has been seen at paramilitary training camps in Texas and Nevada.

2000 Part of the team that uncovered and stopped Dr. Zeng from wiping out the population of planet earth at the turn of the century.

Current Occupation! Currently employed as a Weapons Inspector for the United Nations.

#### Specifications:

Alias: The Hawk

Height: 4'2

Weight: 175 lbs

Special Skills:

Experienced in projectile weapons and motor vehicles  
Extras! Can hack any computer system



EIDOS  
INTERACTIVE  
EIDOS.COM

Xenb Raider and Fighting Force, CORE and the CORE LOGO are all trademarks of Core Design Limited.

CORE DESIGN

FIGHTING FORCE 2



#### M16

This is a complete redesign of the very well old weapon designed by the great army strong modern construction soon again the new gun has maintained its small dimensions, light weight and heavy rate of fire, but now features many improvements that were previously only available as both an extra. Night sights, grenade launchers and AIC (Adaptive Camcorder Technology) have appeared as gun into the next century.



#### SMG AT-9

A heavy subcompact grenade designed for breaching through fortifications and security obstacles. Carried by commando Special Forces and marine frog units into the grenade has proved a versatile weapon for night fighting ahead of the main force.



#### CPH SAR-8

This weapon is used with both military and police forces in the USA. Possess a large magazine, the launcher has a range of 100m and has a rotating drum cartridge containing twelve rounds. Accuracy is not great, but this is not required for riot control or the kind of military operations it is designed for.



#### Dorling Industries MK-3000

This shot gun fires a directed charge of 18000 Volts, paralyzing the target. Reloaded shots will have a fatal effect on the target, and all police forces are aware of the controversial nature of this weapon.

# fear effect™

## SYNOPSIS...

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shaan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first. Hoping to leverage her safety for a sizeable pile of cash.

**S**earch, destroy and fire-fight your way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that you could've imagined: a battle for the survival of the planet against the most unimaginable of enemies.

### The Gameplay Experience

FEAR EFFECT is a suspense action adventure game unlike any of its predecessors. The gameplay is not about just winning.

It is definitely not only about shooting monsters (although there will be plenty of that within the game) or solving typical puzzles. The objective of FEAR EFFECT is to provoke emotional responses from the Player (such as, laughter, screams, anger) by immersing them into the imaginary world and into the story of the experience.



Like watching a great horror action film, when the movie is over, the audience is rewarded with a satisfying experience... they've been scared, they've screamed and they've jumped out of their seats.

When you finish FEAR EFFECT, the ultimate reward will not be any different.

### Motion FX Technology

While previous games have combined Real-time Characters with Pre-rendered backgrounds, the result has always been to a flat, dead world in which wide open spaces are largely devoid of any sort of human activity.

FEAR EFFECT surpasses any previous experience in the genre because EVERY background in the game is ANIMATED, dubbed MOTION FX Technology. This means that the worlds of FEAR EFFECT will be alive, with dynamic action taking place within the backgrounds.

By creating the worlds of FEAR EFFECT with Motion FX, you are fully-immersed in



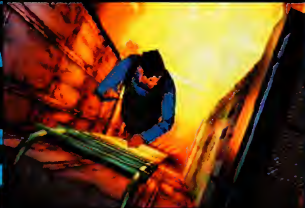
the game universe; one that is visually breathtaking while at the same time taking advantage of the gameplay possibilities that the animated backgrounds provide.

### Multiple Player Characters

By design, you will get to "become" different characters within FEAR EFFECT, so that you may experience all of the facets of the story. This is not achieved through gimmicky game mechanics such as "mind controlling," "body jumping" or "soul possessing." It is accomplished through logical plot editing and creative cinematic direction.

As you move from character to character, you assume more than new talents and abilities, you are also presented with new challenges and knowledge which helps you advance through the experience. Like any great story, FEAR EFFECT has a wide range of characters as well as interesting sub-plots that will draw your player's attention and keep you entertained for hours.

Fast-paced, with plenty of terror and thrills, FEAR EFFECT is a game in which the story is the focus of the your interaction.



EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive.



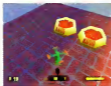
**EIDOS**  
INTERACTIVE®  
EIDOS.COM



# Army Men: Air Attack

**Publisher:** 3DO  
**Developer:** 3DO/Cyclone Studios  
**Players:** 1-2  
**Genre:** Action  
**% Done:** 75%  
**Released:** November 1999  
**Max. No.:** PC  
**Web Address:** www.3do.com  
 www.armymen.com

**The Good:** Toy helicopters with rockets launchers are cool.  
**The Bad:** The tan army.  
**And The Duds:** The mutant bugs that you let loose.



The action is set at a pretty fast pace, putting your reflexes to the test. Thankfully the frame-rate is quick enough to keep up with it all.

The overall graphics are also a standout feature with crisp textures and fancy explosion effects detailing plastic carnage.



## INSPIRATION

### Art imitates life, imitates art

Air Attack's FMV is modeled after U.S. propaganda reels from WWII. Sarge himself is modeled after General Patton, and he even mimics the famous speech from the motion picture.



On a bit of a side note, a Patton doll was released recently as a part of the classic G.I. Joe line of toys.



Army Men 3D was great for those fans of infantry action, but what about sky combat? You know, death from above and all that? That's where Army Men: Air Attack comes in. Reminiscent of Electronic Arts' Strike series, Air Attack has you taking control of one of four helicopters while carrying out your mission objectives. These tasks range from your standard search and destroy sorties to more convoluted goals like air lifting supplies and playing bodyguard to supply trains.

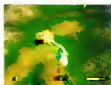
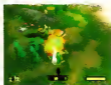
You take control of the green forces (the good guys) who must once again answer the threat of the tan army. You'll also have the additional problem of insects that must be dealt with. You have the option

of either destroying them outright or using them to give the tan army a rough time. For instance, flowers attract bees so if you



use your helicopter winch to move a daisy next to an enemy camp, the bees are sure to follow. Being the rotten bad guys they are, the tan army has performed experiments on some of the insects transforming them into unruly mutants. Fortunately for the green, you can set the bugs free, and they will proceed to turn on their tormentors.

As the missions progress, you will be able to access other helicopters and co-pilots. You start out with the standard Huey and move on to the Chinook, Super Stallion and the ass-kicking Apache. Depending on your chopper, you can use weapons like swarm rockets, homing rockets, machine guns and even napalm. Each co-pilot has a specialty and the key to success will be determining which one suits your mission the best. Perhaps the most interesting aspect is the multi-player capabilities of the game. You can play a co-op game or go head to head in a special capture the flag-style matchup. 🚁





PREVIEW

**2.5 million** The number of copies Grand Theft Auto has sold worldwide

# Grand Theft Auto 2

<b>Publisher:</b>	Rockstar
<b>Developer:</b>	DNA Design
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	80%
<b>Release:</b>	October 1999
<b>Min. Req.:</b>	PC
<b>Web Address:</b>	www.rockstargames.com www.gta2.com

- The Good:** DNA has made GTA2 with more of a focus on strong gameplay than on fancy graphics...
- The Bad:** ...but those graphics sure do look pixelized and outdated.
- And The Rob:** Running over innocent pedestrians for points.



Grand Theft Auto 2 takes the GTA world into pseudo-3D territory with slightly fewer sprites than before. One neat "3D" effect is when you blast yourself sky-high by firing off a rocket too close to home—you scale toward the screen flailing your arms around.



**T**he original GTA did quite well in worldwide sales considering it received such bad press because of its adult nature. If negative press is any indicator of sales though, GTA 2 should sell tons since it has even more violence than GTA.

But GTA 2 isn't strictly about violence—there is a game underneath that stuff, you know. So off you go, taking on job after job of various criminal natures, killing and maiming along the way in different types of cars with different types of guns. Overall, there are three levels, with around 25 jobs and mini-jobs per level—an even more robust package than the original. There are also mini-games for points.

This time around there's only one city to cause havoc in—but there are multiple gangs within the city, so it balances out. Like any good criminal, you don't really work for any one gang. Instead, you align yourself with them by completing jobs or doing bad stuff to a gang's enemy. Of course, by helping one gang, you usually upset another. You can tell how you're faring with a particular gang by your Respect

Meter. When it's low with a particular gang, they'll start blasting with no delay. Nice thing is, your gang chums will come defend you.

Like the first, there are tons of vehicles to jack, each having its own feel. GTA 2 also has special vehicles. For example, if you're driving a taxi, you can actually make money from picking up fares. Same goes for the ice cream truck, except you pull up to the curb and sell some frozen delights for cash. You can then use this extra dough to trick out your vehicle with Spy Hunter-esque upgrades, or simply get it painted to confuse the 5-0.

But the cops won't stay away for too long—they're smarter in GTA 2 than in the original. If you cause too much damage or kill too many innocent folk, you'll be chased (there are some consequences to your actions after all). The more bad stuff you do, the worse it gets—so much so that eventually the feds will come to town, and then the army. But you need to kill and destroy for points and money...so the game is a 30- to 40-hour-long balancing act really.

## BEHIND THE SCENES

### Movies And Music



GTA2 features an extremely well-produced nine-minute short film before the game, which highlights many of the game's criminal activities (like stealing vehicles, escorting crime lords around town, being chased by rednecks, etc.). Some say this short will be nominated for awards. On the audio side of things, all of the hilarious radio chatter and original music in GTA 2 is being handled by Rob Playford, founder of U.K.-based Moving Shadows records. Among other accomplishments, Playford has also produced albums for drum 'n bass pioneer Goldie.



The jobs in GTA2 will have you driving all over town, trying to avoid the fuzz. In one particular job a crime boss calls you up and tells you about a half-price pizza he just got from this pizza place. Now your job is to blow the place up with some explosives. Another job is much less violent, but almost as criminal: Deliver a couple of working girls to the mayor's house. Sweet.

# Crusaders of Might and Magic

<b>Publisher:</b>	3DO
<b>Developer:</b>	New World Computing
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	60%
<b>Release:</b>	December 1999
<b>Also In:</b>	None
<b>Web Address:</b>	www.3do.com www.mightandmagic.com
<b>The Good:</b>	It's from the world of Might and Magic...
<b>The Bad:</b>	...but it has nothing to do with previous MMH games.
<b>And The Ugly:</b>	The way body parts fall off struck enemies.



You can power up your weapons with magic properties. Fire, water, lightning and earth are just some of the possible enhancements spells.



Not only do you do battle with regular undead, but you have to man up against ghostly spirits. How do you hit them?

## HISTORY LESSON

### Mighty Spin-offs

The Might and Magic series has been around for a long time on the PC, and it has seen some interesting spin-offs in the last few years. The Heroes of Might and Magic off-shoots (turn-based strategy games) departed most from the RPG format of the original series up until *Crusaders of Might and Magic* came along.



The Might and Magic series has been around for what seems like ages and although some of the earlier installments made their way to consoles before, never has one been specifically tailored for a home system. *Crusaders of Might and Magic* takes the action to a format Tomb Raider fans can easily identify with, but don't let that fool you into thinking this will be about moving blocks and mindless action. Although there are dungeons with devious traps and barricades, expect a more traditional action-RPG feel to the game with vast amounts of weapons, spells, armor and magic to select from. Your character grows like it would in an RPG, with multiple level progression. Your character will also learn new spells, gain abilities

and become stronger as he makes his way through the game.

The title's pedigree has given it a built-in depth in terms of specific monsters and spells as well as the whole Might and Magic world of legend. There will be five distinct worlds, each with different levels and specific quests. The action is non-linear so you can go back and forth between these levels as well as worlds. The variations in monsters won't just be superficial either, since they are all unique in one manner or another. This means they not only attack in separate ways, but they also have distinct weapons and magic. As in any good adventure game, there will be plenty of characters to interact with, all of whom will advance the story.

Developer New World Computing is trying to make sure all of this is backed up with some eye candy so expect plenty of snazzy lighting effects for the magic spells. They are also stressing how each world will have its own look and feel with realistic environment textures. We're seriously hoping they can pull out something better than Eidos Interactive's god-awful *Deathtrap Dungeon*. ☹





The last prince of Ancient Persia was Arses, son of Artaxerxes III. Arses was a descendant of Xerxes, one of the great Persian Kings. When Arses was slain around 330 BCE, Darius III took over. Darius was later conquered by Alexander the Great, ending the Persian Empire.

## Prince of Persia 3D

This action-oriented PlayStation Prince of Persia will have you running around Persian-styled palaces, dungeons and mystic ruins in order to save your princess. Of course this time everything is in 3D. **Mindscape** and **Avalanche Software** say this version is specifically being made with PS gamers in mind—instead of it being a straight port of the PC version. The game should be released sometime in the **first half of 2000**.



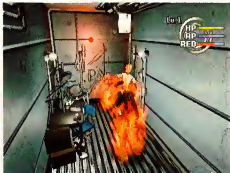
## MTV Jams: Music Creation

Sample sequencing software has proven to be a huge boom area on the PC and on the Mac, but until U.K. publisher **Codemasters** got in on the act, it was notably absent on consoles. Pull samples and loops off the CD and sequence them up to make your own tunes by arranging them on a simple grid pattern. It's alarmingly simple, and can produce some professional-sounding results. Watch for it in **November**.



## Galerians

You awaken one day to a world gone insane. The darkness which surrounds you is overwhelming and absolute. There are no weapons with which to escape, and no survivors to assist your flight. All you have are your wits and your newfound psychic powers to help you survive. **Crave** is localizing this psychological thriller adventure which is being published by **Ascli** in Japan. Stay tuned for more next issue!



# SERIOUS CRIME...



## DESERVES SERIOUS PUNISHMENT

30 explosive land and air combat missions

5 heavily armed vehicles

Twice the firepower of the original

Free-roaming, full 3D environment

# G-POLICE

WEAPONS OF JUSTICE



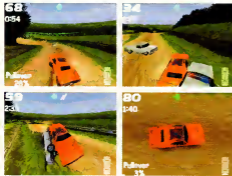
MAXIMUM FIREPOWER : ZERO TOLERANCE

[WWW.GPOLICE.COM](http://WWW.GPOLICE.COM)

G Police, Psygnosis and the Psygnosis logo are TM or © of Psygnosis, Ltd. ALL RIGHTS RESERVED. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

## Dukes of Hazzard: Racing for Home

This **SouthPeak** title is early but plays a bit like NFS: HS's Pursuit Mode. Missions include: delivering late mortgage payments, rescuing Daisy, chasing car thieves and more. Due out in **November**, the game is packed with cars, characters and plots taken straight from the show.



## Test Drive Le Mans

**Infogrames** has become quite ambitious with their Test Drive series. Their latest venture, Test Drive Le Mans is set for an **early 2000** release. As the official licensed game of the Le Mans circuit, TDLM is packed with 48 cars (GT1, GT2 and prototype classes), 24 teams and real-time environmental effects such as day-to-night lighting and weather changes. Two player and Dual Shock are operational as well.



## BoomBots

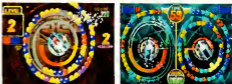
Think of the characters and comedic style from ClayFighter, with the arenas from The Unholy War—what you get is BoomBots. Coming from **The Neverhood** and **SouthPeak Interactive**, this 3D fighter features a cast of robots, each with a variety of special moves and wacky quips. In fact, the entire game seems pretty...how can we put it...unique—but it is from **The Neverhood** after all! It's slated for a **November** release.



## Ballistic

Very much like the Bust-A-Move series, Ballistic has players shooting colored balls out, trying to match up three or more of the same color. This time, however, the balls are piling up on a spiral rail, and when they hit the center, you lose. If disappearing playing pieces causes other balls to collide together and cause matches, you form high-scoring combos. If you set things up right, you can start off huge chain reactions.

Ballistic is due out in **October** from **Infogrames**.







60

Percentage of NASCAR fans who sport a mullet haircut as well as a mustache.

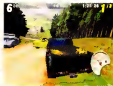
## NASCAR Rumble

Hey ya'll, the lowdown on *NASCAR Rumble* is that it plays a lot like *Need for Speed: HP*. The title offers NASCAR—cars, trucks and legends of the past. Each of the six race locations has three tracks for a total of 21 events. The goal of *NR* is arcade-fueled fun. Cars and courses will feature hot-rod upgrades, shortcuts, breakable objects and cool sound effects. Check out this **Electronic Arts** title in **March 2000**.



## TNN Motorsports Hardcore TR

Remember *Hardcore 4x4*? It didn't look anything like this. Judging from these shots, *Hardcore TR* looks more like a flat-road racer. Ten tracks each with three variations—forward, backward and multiple path, challenge players in Single or Two-player Mode. Take your pick from 25 off-road and hot-rod trucks. Race in a variety of conditions including snow, rain, darkness and mud. **ASC** will release this game in **November**.



## TOCA 2

The popular touring car racing game from **Codemasters** in the U.K. (released here by 3DO) has spawned a sequel. Already storming up the charts there, it looks set to be released in the U.S. by an as-yet unnamed publisher. Featuring new cars and enhanced physics models, it's a surprisingly realistic racer featuring Euro faves such as the Volvo 540, Nissan Primera, Peugeot 406 and Ford Mondeo. Watch for it in **October**.



## Jet: X

**Curly Monsters**, a team of ex-*Psygnosis* game designers and programmers, is developing this one. Recently **Infogrames** came aboard as publisher. The game is best described as a jet racing game with incredible *WipeOut XL*-esque graphics and fast-paced gameplay. Look for it in the **first half of 2000**. On a side note: *Curly Monsters* is very impressed with the PlayStation 2 technology, so that means...



## Guitar Freaks

It may not be the most popular of **Konami's** Bemani series in Japan, but *Guitar Freaks* rocks. The idea is to play the notes on your controller (either the kickass guitar controller or the regular pad) as they land on the bar at the top. Sounds easy, but it's not! There are 25 songs here, most of which you unlock by passing the game's normal and hard modes. *Guitar Freaks* is **available now** in Japan—and maybe the U.S. If Konami America realizes just how much potential it has here.



## WHO ARE CURLY MONSTERS?

Jet: X is being developed by Curly Monsters. Why should you care? Well, the team consists mostly of ex-Psygnosis employees who helped create *WipeOut* and *WipeOut XL*. Both are kick-ass racers. They broke away because they didn't like the direction Psygnosis was going in.

## Runabout 2

Developer **Climax** has recently announced their follow-up to *Runabout*, their quirky arcade racer which emphasized chaos over finesse. You may remember the original *Runabout*; it was picked up by Ascli (now Agetec) stateside and renamed to *Felony* in '99. Like the first game, you choose from a variety of vehicles (or motorbikes) and complete different tasks within the allotted time to move onto the next level and unlock better (or more interesting) cars. You'll have access to four initial sets of wheels, all based on real-life counterparts, to race through six new courses. Each level is divided into sections, but your goal remains the same—get from point A to point B before you're out of time, out of gas or a smoldering wreck. **Ascli** hasn't committed to a U.S. release date but expect a Japanese release this **winter**.



## Brightis

**Quintet's** latest 3D action RPG combines puzzle and fighting elements from games like *Zelda 64*. Not only can you interact with a wide range of NPCs in the world of Brightis, your character will develop better stats and gain powerful spells. Those with a PocketStation can also look forward to a mini-card game. Given Quintet's excellent track record (*Actraiser*, *Soul Blazer*), Brightis could be that sleeper hit you've been looking for. **SCGI** will release Brightis in **October** in Japan.



## Tondemo Crisis

Are you looking for a game that's so completely absurd it makes even *Rising Zan* look mainstream by comparison? Well, your search is over. Welcome to the world of *Tondemo Crisis*, developed by **Polygon Magic**. Live a day in the life of a not-so-ordinary family trying to get home in time to celebrate grandma's 81st birthday. *Tondemo* manages to parody just about everything pop culture, from dance games to snowboarding generics; from *E.T.* to *Raiders of the Lost Ark*. Import it **now**. Indeed, buy it for the excellent Tokyo Ska Paradise Orchestra soundtrack.



## worth the wait.



# leftfield

rhythm and stealth

## the new album

Produced by Leftfield except "Alvira Shear" & "Dusk Queens" produced by Leftfield and Nick Repacioli  
[www.columbiarecords.com](http://www.columbiarecords.com) [www.leftfield-online.com](http://www.leftfield-online.com)  
 Columbia® and ® Reg. U.S. Pat. & Tm. © Mavca Entertainment Ltd. 1999 Sony Music Entertainment Inc.



Available at  Something for all of You

**MCAHOME**  
 MUSIC. WORLD. ONLINE.



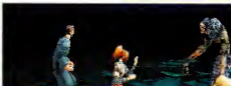
## Valkyrie Profile

Tri-Ace's ambitious RPG *Valkyrie Profile* is looking very nice indeed, and judging from these battle screens, we simply can't wait. If you missed our quick coverage in *News* last month, you assume the role of a Valkyrie out of Norse myth and collect souls to train for battle in the ethereal plane of Asgard. Combat will be a mix of real-time and turn-based battles on a 2D plane. **Enix** has VP slated for a **winter** release.



## Koudelka

As if *DQVII* and *Valkyrie Profile* weren't enough this **winter**, RPG fans worldwide can binge on the beauty of **Sacnoth's** *Koudelka*, published by **SNK** in Japan. Not only is this game developed by former employees of **Square**, it's also being billed as a "horror RPG." By combining gorgeous FMV and what we hope will be a solid combat engine, *Koudelka* could be the PlayStation's first great horror RPG.



Move	Koudelka	HP 243/256	MP 48
Action	Edward	HP 451/676	MP 22
Wait	James	HP 324/494	MP 44
Status			



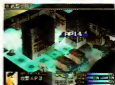
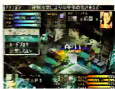
## Doko Demo Issyo

Loosely translated as "Everywhere Together" from the Japanese, *Doko Demo Issyo* demonstrates nicely that **Sony** is still the leading pioneer in the use of its own devices. It's a hybrid PlayStation/PocketStation game with no other goal than to spend time with your virtual friend (you can choose from three different types). Users can bring their animals with them for some Tamagotchi-esque antics on the road by dumping it to the PocketStation. Additionally, you can swap pets with the PocketStation's Infrared port. The amount of time your pet stays along; at some point, it'll leave you on its own accord. It's out **now** in Japan, and doing quite well.



## Front Mission Third

OK, *FM Alternative* sucked and *FM2* had horrible load times, but it looks like **Square** has finally gotten it right the third time around. Like the original *FM* on the SFC, *FM Third* is a meticulous turn-based strategy sim set in the near future. As you progress through the story, characters under your control will gain levels and acquire new armament. Skip *Assault Suits Valken 2*, this is the real thing. *FM Third* is available **now** in Japan.



## Saiyuki

One of the oldest Chinese myths makes its way to the PlayStation in the form of an RPG. **Koei's** been keeping the lid tight on *Saiyuki* (Journey To the West) but if it follows traditional mythology, you're in for a hell of a ride. You control a party of four adventurers, led by the great Monkey King, on a sojourn that will take you through the giant palm of Buddha. *Saiyuki* should be out by the **end of the year**. We'll keep you updated.



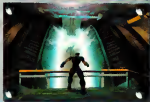
## Zeus II: Carnage Heart

While **Artidink's** *Carnage Heart* never hit it big here in the U.S., there are still games to this day who swear by how hardcore it was. *Carnage Heart* combined 3D mech combat with an icon-based programming system to produce one of the most unique, and cerebral strategy games ever made. There was much ado in Japan over who could create the best combat programs. With *Zeus II*, Artidink has kept the philosophy of *Carnage Heart* intact while adding new modes and features. Aside from a full-blown story and campaign mode, you'll also be able to fight battles like a turn-based strategy sim. Don't worry, the 3D battles are still there; but by making *Zeus II* more accessible to the mainstream, Artidink may have a small hit on their hands in **October**.





Your partners didn't  
make it to this mission.  
So waste anything  
that moves.



You're **Hawk Manson**, lone survivor of the covert government espionage crew, SI-COPS, trekking through strategic R&D installations on an **all new 3D game engine** in the ultimate mission of extermination. Utilize an **arsenal of hand-to-hand combat moves** and **over 20 new weapons**. And if that's not enough, just pick up random objects and use them to deter enemies from breathing. Your plate's pretty full, but you're all alone. So get it in gear.



BIOHAZARD



EIDOS  
INTERACTIVE



# FIGHTING FORCE 2

CORE

Sega  
Dreamcast

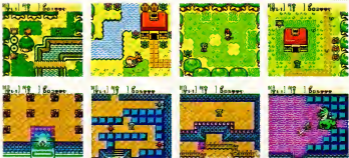
Get your mission briefing at [www.eidos.com](http://www.eidos.com)



PREVIEW

# The Legend of Zelda: Fruit of the Mysterious Tree

<b>Publisher:</b>	Nintendo
<b>Developers:</b>	Nintendo/Capcom
<b>Players:</b>	1
<b>Genre:</b>	Action/RPG
<b>% Done:</b>	70%
<b>Release:</b>	December 1999 (Japan)
<b>Age in:</b>	None
<b>Web Address:</b>	www.nintendo.co.jp
<b>The Good:</b>	Three new Zelda games for Game Boy Color! Yes!
<b>The Bad:</b>	Graphics aren't improved much from Zelda DX...
<b>And The Sign:</b>	Poor Link's gotta climb into that Kangaroo's sack...



## 'TIS THE SEASON

### Hot Rod

Check out the Rod of the Seasons in action:



**F**ans of The Legend of Zelda: Link's Awakening (and its color update, Link's Awakening DX) have plenty to be excited about. Nintendo has teamed up with Capcom to create three—yes, THREE—new Zelda adventures for the Game Boy Color, the first of which is scheduled for release in Japan this December.

Similar to Shining Force III for Saturn, The Legend of Zelda: Fruit of the Mysterious Tree (tentative name) is actually one big story broken up into three parts—a Tale of Power, a Tale of Wisdom and a Tale of Courage. Gamers can start playing from any of the three adventures (though Tale of Power, shown here, will be available first), and their actions in each will carry over to the others. Through a special "link system," save data for the three games can be interchanged (most likely via the Game Link Cable or infrared Port), making for an endless amount of possibilities. Anyone who was fortunate enough to play through all three Shining Force III scenarios surely knows how incredibly cool this can be.

The story behind the new Zelda trilogy was developed by Flagship, the Capcom off-shoot headed up by industry veteran Yoshiaki Okamoto (Flagship is most noted for their work on the Resident Evil games). This time, the evil Ganon has kidnapped Princess Zelda and stolen the Triforce of Power, and it's Link's job to get them back. Once Ganon hears of Link's plight, however, he divides the Triforce into eight pieces and scatters it throughout the land. As if this weren't bad enough, he also takes Hyrule Castle and its sacred treasure—the mystical Rod of the Seasons—and hauls it off to an "other-dimensional" world.

If any of this sounds familiar, that's because it is. Flagship basically took the story of the original NES Zelda and used it as a springboard for developing the story for Fruit of the Mysterious Tree. In fact, the logo for the Japanese version of Fruit is almost

exactly the same as the logo for the original Legend of Zelda from the 8-Bit Famicom. The influence is not only obvious in the story, though. The actual game draws many references from old-school Zelda as well. While Fruit of the Mysterious Tree uses the exact same game engine as Link's Awakening DX, the graphical style—particularly in the dungeons—is extremely reminiscent of the first NES Zelda. Lots of old-school enemies have returned too—the demo version featured Octoroks, Wall Masters...even Aqueamitus (you get a cookie if you actually know who Aqueamitus is).

The demo version at Space World allowed you to mess around with the Rod of the Seasons, which was very cool. With it, you can change between the seasons (winter, spring, summer and fall...silly), which makes for lots of gameplay possibilities. For example, in one scene, Link tries to reach a treasure chest...but it's surrounded by trees and he can't get through. So what does he do? He uses the Rod to fast-forward to winter, where the trees are gone (presumably chopped down for firewood), thus giving him access to the chest. Pretty neat, eh?

Link will also get help from several allies, including the peculiar Ultra Tribe (who reside in the other-dimension where Ganon went), the Mysterious Tree (which "houses the spirits," according to Nintendo) and a witch's apprentice named Maple. He'll also get to ride in the pouch of a kangaroo named Ricky who can jump and has a punch attack ('cause all kangaroos are excellent boxers, right?)

All in all, this latest Zelda adventure is shaping up to be something spectacular. A U.S. release date hasn't been determined yet, but the Japanese version is due out in December (Tale of Power). The following two chapters (Wisdom and Courage) are expected to release sometime in the spring and summer, respectively. Stay tuned, Zelda fans—we'll have more on this exciting prospect soon! 🐨

So many rats. So many ways to exterminate them.  
So what are you waiting for?



# rat attack!

The Frenetic Fun starts this Fall!



[www.ratattack.com](http://www.ratattack.com) - [www.mindscape.com](http://www.mindscape.com)



©1999 Pure Entertainment. All rights reserved. Mindscape is a registered trademark and Rat Attack! and the Mindscape logo are trademarks of Learning Company Properties Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. All other trademarks and registered trademarks are the property of their respective holders.

Developed by





## PREVIEW GALLERY



**Che**  
WCW Nitro Girl

**VS.**

**Che**  
EGM Editor



**Nationality:**

Korean

Chinese

**Pet dog:**

Golden Retriever

German Shepard

**School:**

Armstrong State University

San Jose State University

**Fave Music Group:**

Janet Jackson

Jackson 5

**Fave Movie:**

There's Something About Mary

Mary Poppins

**Likes to:**

Dance around the wrestling ring

Dance around in Soul Calibur until he can ring you out

**EGM Rating:**

10

7.5

(Unfortunately for our Che, he has nothing in common with Cheo)

## Dragon Warrior Monsters: Terry's Wonderland

Dragon Warrior is back! This **December**, Eidos is planning to release the first Game Boy Dragon Warrior game (*Dragon Quest in Japan*), *Dragon Warrior Monsters: Terry's Wonderland* (working title). **Enix's** first portable DW game could best be summed up as classic Dragon Warrior meets Pokémon. In *DWM*, you play as Terry, a character from *Dragon Quest VI*, who sets out into a fantasy wonderland to rescue his sister Millieu who was kidnapped. In this land, he collects and breeds monsters to fight at his side while also trying to become the world's #1 Monster Master. With over 200 monsters to collect and breed, classic DW battles, a huge quest and a link play, *DW Monsters* is sure to be a hit with both DW and Pokémon fans alike.



## Game & Watch Gallery 3

Nintendo's third Game & Watch Gallery collection is on its way. Due out this **December**, *G&W Gallery 3* features five classic G&W games—Egg, Mario Bros., Donkey Kong Jr., Green House and Turtle Bridge, as well as the usual extras (Modern and Classic modes, hidden stuff in the Gallery, etc.).



## WCW Mayhem

Like its PlayStation and Nintendo 64 cousins, this WCW *Mayhem* will have wrestlers duking it out all over the place, from inside the ring to back alleys and locker rooms. This cart will have fewer wrestlers (12), but it will support two-player play via link cable. *WCW Mayhem* is due out in **November** from EA.



## Worms: Armageddon

*Worms: Armageddon* is an addictive turn-based strategy game that has teams of little worms battling it out with a variety of weapons, from Uzis to homing missiles. This portable version will feature two-player link cable play and is due out the first part of **next year**, from Infogrames.



## Magical Tetris Challenge

Capcom's portable version of the N64 cart has a few new features, like an adventure game story mode and a new piece that lets you fire down little one square blocks to help fill in those unsightly gaps. Of course, normal "Classic" Tetris is in, as well as two-player support. This is due out in **November**.



# Insanity Is Just A State of Mind

## THE STRIGGLE WITHIN CLOCK TOWER



Dueling personalities and multiple dead-endings lead you through an all-new "goryline" of thrills-and-chills. Terror reigns you in and horror holds you down, as you let out a blood-curdling scream against the insane pain that has become the bane of your existence. Also, with vibration function compatibility, nail-biting becomes almost impossible, as the shaking of your hands is equaled only to the shaking in your boots. So, you are cordially invited into a world where death comes unnaturally...and often.

## The horrifying sequel to the original Clock Tower

- Multiple enemies and a main character plagued by split personalities
- Vibration function compatible



- 13 different endings
- Great sound & graphics
- Fast-paced storyline and more strategy



[agetec.com](http://agetec.com)

Customer Service: 650-780-0166

© 2004 Agetec. 020409A0209. All rights reserved. Agetec, Inc., Clock Tower: The Struggle Within and the Struggle Within logo are trademarks of Agetec, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The console case is a trademark of the interactive "Digital Software Association". All other brand and product names are trademarks or registered trademarks of their respective holders.



**agetec**  
NEW AND ADVANCING TECHNOLOGY



## PREVIEW GALLERY

### All Star Tennis '99

This GBC version of *AST '99* is quite similar to its big brother. Eight pros (Chang, Martínez, etc.) and four original characters play on eight different court surfaces. Seven shots plus one special are available to each. Quick ball speed, link and Bomb Mode round out the features of this **October Ubi Soft** release.



### Wings of Fury

This **Mindscape** title is based on the classic Apple/PC game of the same name. As a WWII-era fighter pilot your objective is to escort damaged aircraft carriers to safe waters. Earn points for completing dogfights, sorties and bombing runs. *Wof* is a **fall** release title for GBC and standard GB.



### Ballistic

Think *Bust-A-Move*—except without the cute little dinosaurs. And instead of everything hanging from the ceiling, the balls are spiraling out of control toward the center of the screen. Coming in **October**, this **Infogrames** and **Mitchell Corporation** puzzler has a two-player mode that utilizes the link cable and more.



### Mr. Nutz

In **November**, **Infogrames** will unleash one of its oldest heroes for the Game Boy Color. Spawned from a Genesis game released by Ocean sometime in the 16th century, it sees the hero (a cute, cuddly, nut-obsessed squirrel!) bounce around platform levels in a style only seen several thousand times before.



### BattleTanx

How do you take something like *BattleTanx* on the N64 and put it onto the Game Boy Color? Simple—make it from a top-down perspective. Hence, it looks like the tank part of the arcade game *Tron*...and that's a good thing. This **December** release from **Lucky Chicken** and **3DO** presents the task of saving all of mankind from post-apocalyptic extinction. The mission-based action takes place in 15 different major U.S. cities. You'll have access to several different tanks and a good deal of weaponry.



### Rugrats: Time Travelers

It looks like the characters from the award-winning cartoon—even *Baby Dil*—have come across a time machine in a local toy store. The kid-friendly title incorporates several different types of genres into its 10 levels on one little Game Boy cartridge. Look for it this **winter** from **THQ** and **Software Creations**.



# Crisis Zone

Continued on p.160

<b>Publisher:</b>	Namco
<b>Developer:</b>	Namco
<b>Players:</b>	1
<b>Genre:</b>	Light Gun
<b>% Beam:</b>	100%
<b>Release:</b>	October 1999
<b>Also On:</b>	None
<b>Web Address:</b>	www.namco.com
<b>The Good:</b>	The exhilaration of firing a machine gun.
<b>The Bad:</b>	It isn't on Naomi.
<b>Just The Spiffs:</b>	The scene of the crime after you've left your mark.



Almost every object in Crisis Zone reacts to being shot. Here (left), an enemy soldier covers behind his bulletproof shield as it buckles and dents like tinfoil under the strain.

## SINGLE PLAYER

### Solo Crisis



Unlike *Time Crisis 2*, *Crisis Zone* can only be played in one-player mode. Since you're in a squad of five, you'll often see teammates firing back at the enemy. At times, you'll need to cover them as they advance. Given the limited development cycle for *Crisis Zone*, Namco opted to concentrate on creating the best single-player experience possible. By not spreading themselves thin with a two-player game, Namco was able to focus on improving the game's graphics and backgrounds. We've also caught ear of a rumor that Namco is planning to port *Crisis Zone* to the Dreamcast, which in itself is more powerful than System 23. Possibly... especially with Namco now doing Naomi arcade titles!

Namco has always been about refining rather than defining. Their biggest arcade titles have consistently upped the ante on existing genres—everything from driving, riding, fighting to shooting, skiing, dancing, you name it. And to their credit, Namco was first with the notion that arcade and consumer development should reach a perfect compromise so both parties benefit. With their System 23 board, Namco singlehandedly dominated both arcades and consoles; they gave coin operators an affordable (and profitable) alternative to Sega's high-end Model 2 games, while ensuring that home conversions on the PlayStation were flawless and identical. Namco's latest wonder, *Crisis Zone*, is not only a marvel of software

engineering, but quite possibly a final hurrah for System 23 (which also housed *Time Crisis 2*). For *Crisis Zone*, Namco aimed to simulate the power of a machine gun; and in typical Namco fashion, they've taken a sub-genre and refined *Crisis Zone* to be one of the most exhilarating shooting games ever.

The "Crisis zone" in question is Garland Square, a megamall complex just outside of London. It's been recently discovered that the terrorist group URDA is developing an underground nuclear reactor beneath the mall. Further investigation has revealed that URDA plans to destroy London with a meltdown if the authorities refuse to cave into their demands. As one of the five elite members in the STY assault group, your job is to infiltrate and avert a potential global disaster. While none of the characters from previous *Crisis* games ever carry over to their sequels, the goal of the series remains the same. Shoot your onscreen enemies before they get the chance to squeeze you a shot on you.

*Crisis Zone* has three major points of departure from previous *Time Crisis* titles. The first immediate difference is that this time around, your standard weapon is a fully automatic assault rifle. Gone are the days of winpy pistols in the heat of battle. Your weapon has a magazine capacity of 40 rounds, but be careful though—40 rounds can go mighty quick. Spraying an area with gunfire might give you a rush, but it isn't always effective; better to focus your fire







PREVIEW

Continued from p.159



on single targets. To compensate for your boost in firepower, all enemies in Crisis Zone are now equipped with full body armor. Whenever they take damage, a lifebar that appears above their heads will show you how much health they have left.

Unlike Sega's Gunblade series, the machine gun in Crisis Zone is attached to the cabinet with a cable. This means that you'll have to cradle this baby in your arms while you fire and forget. Combine the actual weight of the weapon with the tactile kickback when you pull the trigger, and you have one of the most realistic shooting games ever. We've come a long way since Operation Wolf.

The second major shift in the Time Crisis paradigm is the pacing and flow of the action in Crisis Zone. In previous games, you went from scene to scene and remained stationary throughout most of the action (this was most evident in the first Time Crisis). In Crisis Zone, you're constantly in motion. To retain the same "poke and shoot" gameplay of its

predecessor, you now hide behind an armored shield when you reload. This design decision makes Crisis Zone faster-paced, more realistic and a much more dynamic affair.

Finally, Crisis Zone differs from Time Crisis 1 and 2 in that its environments are now more interactive than ever. Nearly everything is destructible. Everything. Namco spared no details when they created Garland Square. To illustrate what we mean, check out the chaos in some of these screenshots. We learned after talking with Namco that most of the team's development time was spent in researching and perfecting the way objects and bodies behaved when they were struck by a volley of gunfire. Statues will dynamically crumple; rugs will ripple and fold; tennis balls, hats, stacks of paper, glass and much more will scatter and shatter to the whimsies of your gun.

Crisis Zone is made up of three non-linear levels (you decide your point of entry and the game will unfold accordingly) and a major end-boss level. The game will also rate your performance on a stage-by-stage basis and adjust the difficulty to best suit your experience level. It's time to bust a cap.



A variety of buddies will try to foist your heroics. Here, an assassin shows off what he can do with that long knife of his.



## DID YOU KNOW?

Crisis Zone is the first light-gun game to actually eliminate that annoying on-screen flash when you pull the trigger. The game has a built-in laserscope for the gun to help you aim better!



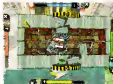
## Dead Or Alive 2

As of press time, **Tecmo's** ambitious follow up to *Dead or Alive* had already been testing in select arcades around the country. Like *Soul Calibur*, *DoA2* goes a long way to reinforce the belief that Sega's Naomi and Dreamcast hardware is not only versatile but very powerful indeed. *DoA2* will feature at least four new characters and a ton more moves than its predecessor. Since the first *Dead or Alive* wasn't received well by arcade goers stateside, Tecmo is still debating a U.S. release.



## Ringout 4x4

The latest game off of **Sega's** Naomi factory line is *Ringout 4x4*, a four-player top-down perspective arena game. Your goal in the game is simple: knock your opponent's vehicles out of the ring and be the last man standing. There are a total of nine stages, each with varying themes, strategies and power-ups. This game is being developed by **AM1**—so far, Sega has not announced a release date.



# LET THE EVOLUTION



RATING PENDING  
**RP**  
CONTENT RATED BY  
ESRB

Ubi Soft  
ENTERTAINMENT

*Esp* ST/NG

Sega © Dreamcast

# BEGIN.

“EVOLUTION IS  
A SHINING EXAMPLE OF  
DREAMCAST’S POWER.”

-SEGADREAMCAST.NET

JOIN MAG LAUNCHER IN HIS BATTLE  
AGAINST THE 8TH EMPIRE & DISCOVER  
THE MYSTERIES OF ANCIENT PANNAMN AND  
“CY FRAME” TECHNOLOGY. REVOLUTIONARY  
3D GRAPHICS AND LIGHTENING QUICK  
ANIMATIONS AND COMBAT DEMONSTRATE  
THE POWER OF THE SEGA DREAMCAST™.  
EVOLUTION, THE FIRST RPG FOR THE SEGA  
DREAMCAST™, TAKES THE GENRE INTO THE  
NEXT, NEXT GENERATION.





After a Mission  
Like This Comes  
All the Paperwork.



**ARMY MEN**  
**AIR ATTACK**

REAL COMBAT. PLASTIC MEN.™




**3DO**

[www.armymen.com](http://www.armymen.com)

A dense grid of various Pokémon-related images including characters, cards, and merchandise. The grid features a wide variety of Pokémon species, including Pikachu, Charizard, Squirtle, Bulbasaur, and many others, shown in different poses and expressions. There are also images of Pokémon trading cards, plush toys, and other merchandise. The overall theme is a celebration of the Pokémon franchise.

# What's The Deal With Pokemon?



## It started as a Game Boy game. Now it's a billion-dollar business for Nintendo. Just what is all the fuss about? EGM examines the Poké-phenomenon.

**T**he story something goes like this: When he was a kid in Japan, Satoshi Tajiri would stalk bugs. He'd capture them. He'd collect them in jars. He wanted to make them fight like the rubber-suit monsters of his favorite flicks. He wanted to catch them all.

Sound familiar?

Now in his 30s, Tajiri, the founder and president of Game Freak, has taken this hobby and turned it into something bigger than a game, bigger than a movie, bigger than a toy line. The inventor of Pokémon, Tajiri has unleashed a global pop-culture phenomenon that has made more money than Poké-icon Pikachu can shoot sparks—\$5 billion in worldwide merchandising sales. American gamers have bought 4 million copies of Pokémon Red and Blue. The animated series, now in its second season, is the top-rated kids' show in the country. Nintendo's Pokémon training tour crams malls with 10,000 kids at every stop.

And, yes, even though the number of Pokémon licensees is up to 90, the craze is still growing. "I don't even think the property has been fully taken advantage of by the industry," said Ed Roth, president of the NPD Group's Leisure Activities Tracking Services. "I don't think it's anywhere near its upside potential. There's a lot of pent-up demand." At this point, Pokémon faithful can get their hands on nearly anything emblazoned with Pikachu or his too-cute kin, including toys, T-shirts, comic books, ball caps, pajamas, backpacks, novels and lunch boxes—all items from heavy-hitter licensees such as Hasbro, Topps, General Mills, Viz and Pioneer. Nearly all the



# Poké-Stuff

You can't walk into the grocery store without seeing a dozen Pokémon staring at you from as many different products. More than 90 companies are churning out Poké-ware, and we've scoured the globe for the best, the oddest and the rarest items. We even rate the stuff on our weirdness scale (right). Can you get it all?

9 9 9 9 9  
what the?!

9 9 9 9  
freakish

9 9 9  
sorta odd

9 9  
hmm...

9  
lame



## Pokemon Camera

It's a standard 35mm camera and a whole lot more...well, not really. Mostly, it just prints off 150 Pokémon on the border of each pic.



## Pokemon Thundershock

It's basically a little Pokémon one-to-two-player pinball game, with Pokémon sounds and graphics on it.

## Pikachu Milk Cocoa

This Japanese Pokémon milk chocolate treat is loved by all children. The Japanese Pikachu spoon is sold separately.



licensees are expanding their Pokémon lines. The first Pokémon flick—*Mewtwo Strikes Back*—hits theaters across the U.S. Nov. 12. Current speculation in the toy industry is that Pokémon could easily become this season's Furby. And, of course, Pokémon Yellow, Gold and Silver are on the way.

Not bad for a Game Boy game crafted by a skeleton crew of programmers and artists. Tajiri's first step into the world of video games came in 1981, when he won first prize in the TV Game Idea Awards, a Sega Enterprises-sponsored design contest. Later he became a game-industry analyst, writing about and critiquing games for his own magazine called *Game Freak* in 1982. In April 1989, he incorporated Game Freak, which has since designed and created games for the likes of Sony, Sega and Nintendo. In 1990, Tajiri began designing the concept and code for Pokémon. That's also when he started working with Tsunekazu Ishihara, president of Creatures, the Japanese game company that among other things produced the artwork for Pokémon and its 151 critters. During the six years it took to develop the project, Nintendo invested in the game and became co-owner of Pokémon in Japan.

The Red and Green versions hit Japan on Feb. 27, 1996. Accompanying merchandise included a weekly comic series but little else. Nintendo hoped Pokémon would boost the original Game Boy's lagging sales. It did a bit more than that. It sold nearly 4 million copies in 1997, topping newer titles like Square's *Final Fantasy VII* and the mega-popular horse-racing title *Derby Stallion*. To date, more than 12 million copies—split across four "color versions"—have been sold in Japan, putting Pokémon sales ahead of other high-profile PlayStation titles like *Final Fantasy VIII* and *Metal Gear Solid*. Japanese fans have bought more than a billion cards from the Pokémon trading card game, also designed by Ishihara. The animated series, which gained notoriety after one episode's strobe-light-like scene threw a few hundred kids into seizures (turns out the whole thing was blown out of proportion), is just as big a hit in its home country. It's spawned two feature films, the second of which has just finished a run in Japanese theaters. Japan's two toy-filled Pokémon Centers have lines out the door and down the block on weekends and holidays. And All Nippon Airways painted way-larger-than-life Poké-critters and logos onto several

## Game Freak Gameography

Most gamers probably aren't familiar with Pokémon developer Game Freak, but in its 10-year history this company—and its founder, Satoshi Tajiri—has designed games for the likes of Sega, Namco, Sony and Nintendo. Not bad for a small team that started in a tiny one-room studio. You may have played some of these titles, but none of them reached the kind of popularity in the states that Pokémon has. Here's a rundown of Game Freak's pre-Pokémon work:

### Quinty (Famicom)

Released: June 1989 (Japan)

Publisher: Namco

An odd-looking puzzle game.

### Jerry Boy (Super Famicom)

Released: September 1991 (Japan)

Publisher: Sony/Epic Records

This puzzle game stars an odd-looking blob of goo.

### Yoshi's Egg (Famicom/Game Boy)

Released in the U.S. as Yoshi

Released: December 1991 (Japan)

Publisher: Nintendo

Yep, it's another puzzle game, except this time you line up monster eggs.

### Magical Tarurot-kun (Sega Mega Drive)

Released: April 1992 (Japan)

Publisher: Sega Enterprises

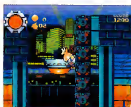
A cutesy side-scrolling platform game based on a popular anime.



Yoshi's Egg



Mario & Wario



Pulseman



### Stuffed Pokémon

Cute, cuddly, collectible. Perfect for regular and hardcore Pokémon fans.

### Mario & Wario (Super Famicom)

Released: 1993 (Japan)

Publisher: Nintendo

A puzzler similar to Lemmings, this game supported the mouse. It was supposed to come to the U.S. but never did.

### Nontan and Issho Kuru Kuru Puzzle

(Super Famicom)

Released: April 1994 (GB, Japan), November 1994 (Super Famicom, Japan)

Publisher: Victor Entertainment Inc.

You guessed it—another obscure puzzle game.

### Pulseman (Mega Drive)

Released: July 1994 (Japan)

Publisher: Sega Enterprises

A side-scrolling action game similar to Sonic the Hedgehog.

### Bazaar de Gozaru's Game (PC Engine)

Released: July 1996

Publisher: NEC Home Electronics Ltd.

One of Game Freak's most obscure titles.



### Pokémon Figures

Toy figures are always a popular item. Pokémon toy figures are even more popular. These Tomy figures are available in Japan.



### Pokémon Candy

This flavored Japanese Pokémon Puffie candy is delicious and nutritious. Perfect while you're on the go playing some Pokémon.



### Pokémon Toy Plane

This Japanese toy plane is based on the real-life Pokémon jet from All Nippon Airways. Run it up and it rolls.



### Pokémon Band-Aids

These bandages feature popular Pokémon. But there's something not right about associating these cute creatures with bloody wounds.



planes in its fleet to lure family travelers.

If the thought of a 30-foot Pikachu staring down at you from the hull of an airliner doesn't strike you as odd, consider this: Pokémon has followed the standard franchise formula backward. Instead of starting as a popular movie, TV show or comic book and then moving on to become a game (like Spawn, Batman, South Park, etc.), Pokémon started as a hit game and went on to become a hit TV show, movie and merchandising phenomenon. Few saw that coming, and when the Pokémon craze did hit hard, even the experts were surprised by the big Poké-boom. Roth said, "I expected when the concept was launched in the U.S. last year, not just the video game but the toys in general, it would probably be a nice success and generate 25 to 50 million retail on an annual basis, and then it would just fade as most of these fads do."

So what is the deal with Pokémon? There's gotta be something about this crude-looking black-and-white Game Boy RPG that captivates millions of pre-teen boys and adults, not to mention an unusually large audience of girl gamers. "I think it's the amount of depth and overall quality," said Gail Tilden, Nintendo's vice president of Product Acquisition and Development, who left her position as head of Nintendo Power to launch Pokémon in America. "It took six years for the creators to complete the game and all the original ideas and concepts and things about the RPG, the evolve system, the battling, the trading. It has so much depth and it's so carefully and creatively thought out, and I think that's appreciated."

We won't argue with that (we gave Pokémon great reviews, after all). But when it comes to the merchandising blitz, we have our own theory on why so many gamers want to buy so much Pokémon stuff: The game programs you to collect things. After spending 50 hours gathering 150 pocket monsters, the average player's probably pretty keen to get his hands on as much other Pokémon-related gear as he or she can afford.

The game's creators, however, say Pokémon's merchandising bonanza is more of a happy accident than part of any sinister plan to turn kid gamers into Poké-addicts. "Mr. Tajiri didn't start this project intending to make something which would become very popular," Pokémon producer and master game designer Shigeru Miyamoto told us. "He just



### Pokémon Pokéball

A little five-game ball that you sit around and play with. It allows you to "capture" all 156 Pokémon.

\$\$\$

wanted to make something he wanted to play himself. There was no business sense involved, only his love involved in the creation. Somehow, what he wanted to create for himself was appreciated by others in this country and is shared by people in other countries."

**"Mr. Tajiri didn't start this project intending to make something which would become very popular." —Shigeru Miyamoto**

One of the main reasons Pokémon has become so popular with a mass audience of younger players is its emphasis on trading and battling. It's a social game that gets kids out of the house. Parents can't complain that their kids sit in front of the TV all day because, unlike traditionally popular home video games, you can take Pokémon anywhere. Nintendo Co. Ltd. President Hiroshi Yamauchi told a crowd at the company's Space World '97 exhibition, "I want people all over the world to play Pokémon. First in the U.S. But people in different countries have different tastes. So changes must be made, and we are working on that."

Even though Yamauchi was steadfast, Nintendo was never sure Pokémon's appeal in Japan would translate to American gamers. After all, it is a fairly complicated and unusual game, and Nintendo of America had few raw materials to build a Pokémon hype machine back when Red and Blue launched here last September. "We didn't have any artwork or TV shows as a reference," Tilden said. "We just had a Game Boy game. So we went to great lengths to localize the game, to make it just as intriguing for American players as in Japan." Tilden added that Nintendo actually had to reprogram Pokémon Red and Blue instead of just translating the Japanese text (which would explain many of the subtle differences between the U.S. and



### Stuffed Marowak

This Pokémon is from the upcoming Gold and Silver versions of the game. But for \$60, you have to be pretty hardcore to order one.

\$\$\$



### Pokemon Keychain

This little wind-up Japanese Pokémon keychain is both zesty and tame at the same time. The little Pokémon inside barely moves!



### Pokemon Sneaker

This one is for kids, so not all Poke-freaks will be able to enjoy it, but it does look pretty cool.



**"...I was told was that this kind of thing would never appeal to American audiences." —Shigeru Miyamoto**



### Pyramid Poke Bags

The rarer backpacks are acceptable but there's just something wrong about having a Pikachu strapped to your back.



Japanese versions). "Because the original creators, Game Freak and Creatures, had taken six years to build the game, the code was somewhat fragile, so we couldn't directly port the game to English."

One of the first steps was changing the names of the 150 Pokémon into names that kids in the U.S. would understand. While Pkachu was still called Pkachu ("pkka" in Japanese means a flash of light), American kids might not have accepted Fushigidane as much as the altered name—Bulbasaur. To make sure that each name was unique only to Pokémon, Nintendo trademarked all 150 monster names.

A small team at NOA's Redmond, Wash., headquarters came up with the names for the U.S. versions' monsters. Headed by Hiro Nakamura, they eyeballed each Pokémon's appearance

and characteristics, then submitted names to the game's creators in Japan for approval. "It's not just the way the Pokémon look that determines what they're called," Tilden told us, "It's also their attacks and powers and what kind of Pokémon they are. Like Snorlax has a sleep spell. And if they evolve, you have to think of how the name fits the first, second and third phase of this character."

Meanwhile, Nintendo of America purchased the rights to all things Pokémon, thus locking up the rights to the TV show, merchandise and the Pokémon name everywhere in the world except Asia. Then NOA kicked off a \$20 million marketing campaign to support the launch of Pokémon Red and Blue, the animated series, the toy line—everything. Nintendo held its first and most spectacular publicity stunt in Topeka, Kan., which the mayor renamed ToPikachu for one day while cargo planes carpet bombed 10,000 kids with Pokémon toys. From there, Nintendo reps piled into 10 Volkswagen Beetles painted like oversized Pikachus and zoomed to 10 cities across the country. Nintendo also mass mailed more than 1 million videotapes to open-minded gamers that explained the game's

# Meet the New Cast of Characters



**Legacy of Kain: Soul Reaver**



**Fighting Force 2**



**Fear Effect**



**Tomb Raider:  
The Last Revelation**

Enter their world  
at [eidos.com](http://eidos.com)

**EIDOS**  
INTERACTIVE  
GAMES WITH CHARACTER



Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive, Inc. Fighting Force 2, Tomb Raider: The Last Revelation, Core and the Core logo are all trademarks of Core Design Limited. Fear Effect is a trademark of Eidos Interactive. Legacy of Kain: Soul Reaver is a trademark of Crystal Dynamics, Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Titles in this advertisement are rated "Teen Through Mature" by the ESRB.

# A GRUDGE MATCH 65 MILLION YEARS IN THE



Warpaint, Jurassic Park ©1999 Universal City Studios, Inc. and Amblin Entertainment, Inc. Warpaint is a trademark of Universal City Studios, Inc. and Amblin Entertainment, Inc.  
Computer program ©1999 DreamWorks Interactive LLC. All rights reserved. DreamWorks Interactive is a trademark of DreamWorks LLC. PlayStation and the PlayStation

The most vicious predators in history are back from extinction and ready to fight. Battle to the death against a Mega Raptor or 13 other savage dinosaurs. Crush objects and feast on edible power-ups in over a dozen arenas from The Lost World and Jurassic Park. Because when these flesh-ripping claws and bonecrushing jaws meet, the only instincts that matter are kill and eat.

# MAKING.



TM, Licensed by Universal Studios Licensing. All rights reserved. Logos are registered trademarks of Sony Computer Entertainment Inc.

**DREAMWORKS  
INTERACTIVE**



[www.warpathgame.com](http://www.warpathgame.com)



IT'S CALLED "HARDCORE HEAT" BECAUSE  
"MUD SLINGING, AIR CATCHING, JAW  
BREAKING, STOMACH TURNING, ROCK  
PULVERIZING, SQUIRREL FLATTENING,  
GNAT SMASHING, FOREST CREATURE  
TERRORIZING, OUT OF MY WAY OR DIE,  
EAT MY DUST, STICK IT IN YOUR EAR,  
THIS ROAD AIN'T BIG ENOUGH FOR THE  
BOTH OF US, ALL-TERRAIN, OFF ROAD,  
STUMP JUMPING, BIG BAD ASS BOY  
VEHICLE" — WOULDN'T FIT ON THE BOX.





### Pokémon Bubbles

Adorable. Unscrew the lids and blow the tiniest little bubbles. So darned cute, even an agitated Monkey will enjoy them.



workings, introduced some of its 150 monsters and previewed the animated series.

All Nintendo could do was wait for Pokémon's release date—Sept. 27, 1998—to come and go to see if the preparation paid off. As we all now know, it did. In the first two weeks of its availability, Pokémon became the fastest-selling Game Boy title ever, selling 200,000 copies. Pokémon's success even took Nintendo's top brass in Japan by surprise. "When we started this project in Japan, one of the first things I was told was that this kind of thing would never appeal to American audiences," Miyamoto told us. "They said, 'Because the characters are in a very Japanese style, you cannot sell them to Americans.' So from the very beginning, I never thought there would be an English version. Now, it's just as popular in the United States [as in Japan], and I realized that we shouldn't always believe the opinions of conservative marketers."

Today, Nintendo is pushing the competitive aspect of Pokémon—the link-cable feature that lets you battle your best pocket monsters against a pal's—by holding special tournaments across the country. The tour hit malls in 19 cities this summer, with tens of thousands of Pokémon fans earning badges by participating. Nintendo recently extended the tour and is now giving away the 151st Pokémon, Mew, at these events. Check [www.pokemon.com](http://www.pokemon.com) for a listing of tour dates and cities.

And, of course, Nintendo is readying several new Pokémon titles for U.S. launch. First up is Pokémon Yellow. Hitting the



### Pokémon Books

Thin one's pretty straightforward—books based on the TV show.



### Pokémon Lunch Box

Kids will love this durable lunch box from Thomas. Some come with a thermos and special single-compartment insets. Cool.



There are two Pokémon Center stores in Japan, in Tokyo and Osaka, respectively. Each one is filled to the brim with Pokémon goods. The shops are so popular with kids all around Japan that people come from all around just to shop here.

# The Breeding Frenzy Continues:

**BKN**

Don't miss the animated series on  
BKN KID'S NETWORK!

**Monster  
Rancher 2**

**Every CD you own contains a monster!**

**Monster Rancher 2** can unleash hundreds of monsters from your common household CDs. That's right—you can actually use this game software to spawn unique monsters from any CD you own—music CDs, PC software CDs, or even other game CDs: **EVERY CD YOU OWN.**

- **YOU'RE THE MASTER:** fully interact with your new pets
- Hundreds of new monsters with monstrous attitudes
- Unlock secret expeditions, levels, and monsters
- Release your **Monster Rancher 1** monsters into the world of **Monster Rancher 2**
- For 1 or 2 PLAYERS



**WARNING:**  
Whatever You Do, Don't Sit  
Too Close To Your CD Rock!

**Start unleashing your monsters today!**

Visit Tecmo at [www.tecmoinc.com](http://www.tecmoinc.com)



Monster Rancher 2 TM 1999 Tecmo Inc. US and foreign patents pending. Tecmo is a registered trademark of Tecmo Inc. BKN is a registered trademark of BKN Entertainment, INC. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The wings icon is a trademark of the Interactive Digital Software Association.

**TECMO**



### Pokémon Figurines

Stuff like this is always fun to have around. Especially if you're a Pokémoniac. And they're cheap.



### Pokémon Challenge

A two-player spinning top game from Tiger. How do you win? Well, basically the last top spinning is the winner. Uh...how?



Game Boy in October (it doesn't take advantage of the Game Boy Color's full palette), Yellow follows the TV show more closely than the original, but has the same gameplay as Red and Blue at its core. Pokémon Stadium for the Nintendo 64 will hit in March, and Nintendo's still evaluating Pikachu Genki De Chu—the Japanese N64 game that lets you talk to Pikachu with a special microphone peripheral—to see how hard it would be to alter the voice-recognition system so it understands English.

But it's the sequel—Pokémon Gold and Silver—that have Poké-freaks in an I-can't-wait frenzy. These Game Boy Color titles are the true sequels to Red and Blue in every way, with a new story, new characters, a new world to explore and 120 new monsters. You won't get to play them for a while, though. Gold and Silver aren't due in the U.S. until at least next fall, and Nintendo has barely begun localizing the games. "Translation work hasn't begun on the game itself," Tilden said, "but some of those Pokémon are already featured in the show, and a few are in the upcoming movie, so we have worked on coming up with those new names."

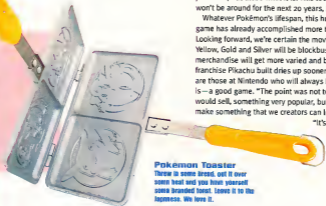
At this point, Nintendo could name Gold and Silver's critters after the kids on *Brady Bunch* and the games would still sell a few billion copies, but that doesn't mean Pokémon will remain Nintendo's cutesy cash cow forever. "You don't know with these things," Roth said. "I don't want to make a cop-out and say it's just a fad, but that's what it is. This too will have its peak. It won't be around for the next 20 years, I don't think."

Whatever Pokémon's lifespan, this humble little Game Boy game has already accomplished more than anyone expected. Looking forward, we're certain the movie will be a hit; Pokémon Yellow, Gold and Silver will be blockbusters; and the merchandise will get more varied and bizarre. But even if the franchise Pikachu built dries up sooner rather than later, there are those at Nintendo who will always like Pokémon for what it is—a good game. "The point was not to make something that would sell, something very popular, but to love something and make something that we creators can love," Miyamoto said.

"It's the very core feeling we should have in making games."

### Pokémon Toaster

Throw in some bread, get it over some heat and you have yourself some branded toast. Loves it to the Japanese. We love it.



# WHAT'S THE DIFFERENCE BETWEEN A KAMIKAZE & A BLUE IMPULSE PILOT?

[ 2 METERS ]

READY FOR TAKE OFF 9.9.99

## AEROWINGS™



PERFECT AERIAL STUNTS AND FORMATION  
FLYING IN 2D THIRING MIRRORS.



PILOT ONE OF 11 DIFFERENT JETS  
FROM THE F-80F SABRE TO THE F-150J



FIVE MODES INCLUDING BLUE IMPULSE  
MIRROCK, FREE FLIGHT AND EMIBITION.



★★★★☆ - NEXT GENERATION



Sega Dreamcast



**CR AVE**  
WWW.CRAVEGAMES.COM

Aerowings, Crave and their respective logos are trademarks of Crave Entertainment, Inc. All rights reserved. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc.  
CRI is a registered trademark of CRI Research Institute. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners.



"ASK TEAM SUZUKI" QUESTION #206

# WHAT'S THE SECRET TO



RACE THROUGH MOUNTAINS,  
VALLEYS, BEACHES, AND MORE  
WITH TEAM SUZUKI ALSTARE.  
EXTREME POWER AND SPEED  
ON WICKED FAST SUZUKI  
ALSTARE SUPERBIKES.  
IF THE PROS DON'T  
BEAT YOU THE  
BIKES WILL.



SUZUKI ALSTARE  
OFFICIAL  
GAME  
FACTORY SQUAD



# RACING SUPERBIKES IN THE GREAT OUTDOORS?

BE ONE  
WITH THE BIKE

WEAR A  
STEEL JOCK STRAP



Sega Dreamcast.



Sega Dreamcast.





# TV Show Pokédex

Although missing the infamous seizure-inducing scenes, Pokémon debuted on TV screens in nearly every market in the U.S. on Sept. 7, 1998, and quickly became a top-rated syndicated show. Funny thing: When Nintendo and 4Kids Productions launched the series here, the game wasn't even available, but the show helped build hype toward its release a few weeks later. Not only is the show based on the game, it actually follows the game's events (with some divergence to mix things up a bit and keep it fresh) and gives players tips on how to become a better trainer. Heck, you can almost use the show as a strategy guide. For instance, Ash learns in the show that rock-type Pokémon are weak against water-type. And if you're playing and watching the show at the same time, but not quite sure which town you should be traveling to next, you can find out by following the show's continuity.

Monsters from Gold and Silver have been introduced slowly into the TV show in Japan, mainly because the release date of the game has been pushed back so many times. But on Oct. 14, the show will start to have a more Gold and Silver slant, introducing the new monsters. Don't worry: Ash is likely to remain the main character.

Kids WB has taken over airing the show in the U.S., and will run the original 52 episodes in addition to 52 brand-new episodes. So if you're a Poké-freak who needs your daily Pikachu fix, you can get it six times a day on your local WB affiliate.

If you're getting into the TV show late, or are slowly watching all of the first 52 episodes, we've compiled this handy Episode Guide of the first season. Have you seen 'em all?



**The Heroes:** Ash, Misty, Brock and Pikachu. Ash is on his way to becoming the world's greatest Pokémon master, whereas Brock wants to become a skilled Pokémon breeder and Misty hopes to be the best of everything.

## 1. Pokémon, I Choose You!

**Who's That Pokémon:** Pikachu  
Ash begins his Pokémon training. He receives a Pikachu from Professor Oak, but this Pika-pal is a stubborn Pokémon, refusing to be friends with him. A run-in with a horde of nasty Spearows puts Pikachu in danger.

## 2. Pokémon Emergency!

**Who's That Pokémon:** Koffing  
Ash races to the Pokémon Center in Verdian City, where Pikachu is nursed back to health. Team Rocket bursts onto the scene to steal the rare Pokémon staying in the Center, but with the help of Pikachu, they are blasted.

## 3. Ash Catches A Pokémon

**Who's That Pokémon:** Caterpie  
After plenty of trying, Ash catches a Caterpie. It takes an immediate liking to Misty, who hates bugs (but loves other types of Pokémon). Caterpie helps defeat Team Rocket and evolves into Metapod.

## 4. Challenge of the Samurai

**Who's That Pokémon:** Metapod  
Just as Ash is about to catch a Weedle, a Samurai challenges him. Their battle is interrupted by a swarm of Beedrill, and in the confusion Ash loses Metapod. Will he be able to get Metapod back without getting stung?

## 5. Showdown in Pewter City

**Who's That Pokémon:** Onix  
Misty and Ash travel to Pewter City, where Ash challenges the city's Gym Leader, Brock. After a loss, and with the help of Flint, Ash energizes Pikachu and goes back to take care of Brock. In the end, Brock joins the two on their Pokémon journey.

## 6. Clefairy and the Moon Stone

**Who's That Pokémon:** Clefairy  
The adventurers run into Seymour the Scientist, who is studying Clefairy and the fabled Moon

Stone. When Team Rocket show up, they help the Clefairy defeat them and protect their precious stone.

## 7. The Water Flowers of Cerulean City

**Who's That Pokémon:** Seel  
Our friends end up in Cerulean City, where Ash challenges the three Sensational Sisters to a Pokémon match to gain his second badge. Misty counterchallenges Ash to a battle, but Team Rocket intervenes.

## 8. The Path to the Pokémon League

**Who's That Pokémon:** Sandshrew  
After leaving Cerulean City, Ash & Co. drop by A.J.'s private training gym. A.J. trains his Pokémon extra hard (and is undefeated in 99 matches). After his sooth win he'll start going for badges. Ash, a little too proud of himself for already acquiring two badges, thinks he'll beat A.J., but gets proven wrong.

## 9. The School of Hard Knocks

**Who's That Pokémon:** Cubone  
While Ash is learning how to be a Pokémon trainer as he goes along, some actually go to school for it. Ash and Pikachu stumble on a group of Pokémon Tech students picking on a younger student, and our friends stick up for him. Turns out Team Rocket are Pokémon Tech flunkies, too. But Jazelle, the top student at Pokémon Tech challenges them to a match.

## 10. Bulbasaur and the Hidden Village

**Who's That Pokémon:** Bulbasaur  
Ash, Misty and Brock come across an Oddish while wandering through the forest, and try to capture it. But a Bulbasaur appears and stops them, and the two Pokémon disappear into the woods. After Brock falls into the river, our friends come across a Pokémon rest center, where Melanie nurses injured Pokémon back to health—



**The Enemies:** Team Rocket blast off at the speed of light! Surrender now, or prepare to fight. Jessie, James and Meowth want to steal Ash's Pikachu and other rare Pokémon so they can get in their boss' favor.

# FORCED FEEDBACK

SOMETHING SPECIAL FOR LOYAL SUBSCRIBERS ONLY! EGM 124

CONTINUED FROM FORCED FEEDBACK • P.O. BOX 3338 • OAK BROOK, IL 60522-3338 • E-MAIL: SHAWN\_SHEPHERD@EGM.COM

## WIN WIN WIN!

### Cool Stuff From Us To You

Take a look at what we're passing on to you this month

- Re-Volt Racing for the N64
- A Spider-Man action figure
- A Crash Bandicoot 3 action figure
- A wacky cowboy hat
- An N64 fishing controller
- A stand-alone Pac-Man handheld game
- A fishing lure
- A N64/PS controller
- Instruction sheets for some of the above items
- And more

As you may or may not know, we get a lot of cool items from game companies. And yes, we do appreciate them, but all too often after covering them in the mag they end up sitting in somebody's cubicle or getting stored in a cabinet. So we thought, "Let's pass some of these things on to our readers, instead of just having them lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—it's as simple as sending in a postcard with your name, address and phone number on it to the address below. We'll then pick one winner in a few weeks, and send out the goods.

EGM's Box o' Stuff Sweepstakes #124  
c/o Electronic Gaming Monthly  
P.O. Box 3338  
Oak Brook, IL 60522-3338

Congrats to EGM #122 Winner  
Joe Song of Harbor City, CA



All of this and more can be yours by simply sending in a little card with your name, address and telephone number on it. See above and below for further details.

## LEGAL STUFF

**Prize Description:** Items mentioned are passed out to you on a first-come, first-served basis. To be eligible to win, you must be a resident of the United States and at least 18 years old at the time of the sweepstakes. The prize is not transferable, and the winner will be responsible for any taxes or duties associated with the prize. The prize is not redeemable for cash. The prize is not valid in conjunction with any other offer or discount. The prize is not valid in conjunction with any other offer or discount. The prize is not valid in conjunction with any other offer or discount.

**Prize:** The prize is a collection of items including a Spider-Man action figure, a Crash Bandicoot 3 action figure, a wacky cowboy hat, an N64 fishing controller, a stand-alone Pac-Man handheld game, a fishing lure, and an N64/PS controller. The prize is not transferable, and the winner will be responsible for any taxes or duties associated with the prize. The prize is not redeemable for cash. The prize is not valid in conjunction with any other offer or discount. The prize is not valid in conjunction with any other offer or discount.

**Rules:** The sweepstakes is open to legal residents of the United States who are at least 18 years old at the time of the sweepstakes. The prize is not transferable, and the winner will be responsible for any taxes or duties associated with the prize. The prize is not redeemable for cash. The prize is not valid in conjunction with any other offer or discount. The prize is not valid in conjunction with any other offer or discount.

## Staff Profile: Andrew Burwell



Real Name: Andrew Burwell

Alias: It's Andrew, not Andy

Occupation: Art Director

Hobbies: Video Games, Computer Games, Movies, Collecting Star Wars toys

Favorite video games of all time: Quake, Quake 2, Quake 3 Arena and most of Jane's flight sim (all for the PC by the way).

How I got this job: About five years ago I met a guy named Craig Kujawa at a friend's house, while working on a fanzine called The Guru. Some time later, Craig (who is now the EC of Official U.S. PlayStation Magazine) had just got hired on at Ziff-Davis to work for a mag called Intelligent Gamer. He knew I had lots of computer skills, seeing how I worked at NASA Johnson Space Center, as well as some art talent, so he hooked me up with Michael Stasius, our Creative Director. I submitted some sample layouts, including a mini-feature about me. Everyone seemed to really like it, so I was hired on about three months later when a position opened up. Talk about cool... I actually landed my dream job! Not that working at NASA sucked or anything — it's just not as fun as working at EGM.

Favorite movies: The Empire Strikes Back, Aliens, Predator, The Abyss, Terminator 2, Die Hard, Raiders of the Lost Ark, Jaws and Close Encounters of the Third Kind...to name a few.

I'm looking forward to: The entire Star Wars series on DVD, and the Dreamcast.

When I'm not at work I am: At home on the computer playing games, browsing the Web, watching movies, or just being with my wife.

Most awful job ever held: Cleaning toilets at a local grocery store called Kroger. Jed: Andrew has a great story about how he had to quit this job because of a certain toilet the manager wanted him to clean. Yuck!

If I wasn't working for EGM, I'd be: Eoak at NASA, trying to develop a new way for inter-planetary space travel to take place.

# DID YOU KNOW...

Che Chou, Shawn Smith and Dan Hsu went for new haircuts and/or hair colors. None of them went as far as to get a mullet cut thankfully.

The term "Boston Steamer" is another popular term for human fecal matter.

Art Director Andrew Burwell recently bought a house. All he had to do was clean the pee stains off of the carpet, and enslave fellow staffers to help him move. Pizza was provided.

Shawn Smith recently bought a Nissan Xterra. He's enjoying it but he's too chicken to take it off road - he doesn't want to scratch it up. What a little baby.

The Dreamcast is, in fact, a Creamblast. This is a good thing.

## WEB SITES

### AS COOL AS ICE

[member.tripod.com/~HatPerson/wefrdweb.html](http://member.tripod.com/~HatPerson/wefrdweb.html)

Thank you to all who continue to send us sites. We love checking them out more than we love wild primates. This time around we have all kinds of sites for you. Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Because a site is a site is a site.

- [www.wheresgeorge.com](http://www.wheresgeorge.com)
- [macross.simplenet.com/zanyvg/](http://macross.simplenet.com/zanyvg/)
- [www.farts.com](http://www.farts.com)
- [padlockcovers.com](http://padlockcovers.com)
- [tradedforwheat.com/meshugenh/hvdance2.gif](http://tradedforwheat.com/meshugenh/hvdance2.gif)
- [www.aponline.com/gfiles/index.html](http://www.aponline.com/gfiles/index.html)
- [rocknman.freesevers.com/waterball.html](http://rocknman.freesevers.com/waterball.html)
- [www.kimble.org](http://www.kimble.org)
- [www.conleyprecision.com](http://www.conleyprecision.com)
- [www.glenridge.org/macbeth/mainpage.htm](http://www.glenridge.org/macbeth/mainpage.htm)
- [www.denverpost.com/news/news0814a.htm](http://www.denverpost.com/news/news0814a.htm)
- [www.nrg.be](http://www.nrg.be)
- [lefty.simplenet.com/svam/](http://lefty.simplenet.com/svam/)

\* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the sites before allowing their children to venture forth. Don't be a creamblast!

Should the three-day-long E3 video game convention be open to the public?



## HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. Once in awhile we even throw in an inside joke. We're movin' on up.

- |   |  |
|---|--|
| <ul style="list-style-type: none"> <li>• Pokémon Silver and Gold</li> <li>• Donating stuff to poor kids</li> <li>• The Sixth Sense</li> <li>• Dragster exhaust pipes</li> <li>• Pokémon Movie</li> <li>• The Nissan Xterra</li> <li>• Disney animated classics on DVD</li> <li>• Nintendo Space World</li> <li>• Sept. 9, 1999</li> <li>• The extra stuff on the Matrix DVD</li> <li>• Sophia's second outfit</li> <li>• Tattoos</li> <li>• Sony C1 Picture Book</li> <li>• Magnetic poetry</li> <li>• Freakishly big sea monkeys</li> <li>• DVD easter eggs</li> <li>• The Dreamcast fighting stick</li> <li>• Buying the Dreamcast</li> </ul> | <ul style="list-style-type: none"> <li>• Soccer ball in the balls</li> <li>• Hoarding stuff poor kids would like</li> <li>• Rollerblading injuries</li> <li>• Home versions of Hydro Thunder</li> <li>• Black Witch hype</li> <li>• People who steal ideas</li> <li>• The design dept. at most American car companies</li> <li>• Pokébashers</li> <li>• Bernie leaving before DC launch</li> <li>• Chimps drinking beer</li> <li>• The price of the Sony C1 Picture Book</li> <li>• No Dreamcast online gaming for quite some time</li> <li>• Dead sea monkeys</li> <li>• Waiting for new systems</li> </ul> |
|---|--|

## EGM's Random Quote of the Month

"If I was a fat zombie, I would eat myself."

What Shawn Smith, Consumer Hardware Editor would do if he was a fat zombie in Resident Evil 3

Bulbasaur being their guardian. And, Team Rocket to capture those Pokémon for themselves.

## 11. Charmander – The Stray Pokémon

**Who's That Pokémon:** Charmander  
Finding a Charmander that is stubbornly waiting for its trainer, our friends stop at a local Pokémon Center to rest and eat. They overhear the Charmander's trainer talking about how he left it out in the forest. As it's raining, there's a danger that Charmander's flame will go out and it'll die. So our friends save it from danger, and it must decide whether to go with them or its old, neglecting trainer.

## 12. Here Comes The Squirtle Squad

**Who's That Pokémon:** Squirtle  
Our friends meet up with the Squirtle Squad, a gang of prank-playing Squirtles who're terrorizing the local town. Jessie and James strike a deal with the pranksters to help capture Ash's Pikachu. Having captured them successfully, Ash tries to convince them that not all Pokémon trainers or humans are bad. The Squirtles see the light of day and help defeat Team Rocket and a new Pokémon joins Ash's team.

## 13. Mystery at the Light House

**Who's That Pokémon:** Crabby  
On the way to Vermillion City, Ash & Co. stop at a mysterious light house. There they meet Bill, a researcher studying extinct and rare Pokémon. Bill has been hoping to meet a faraway Pokémon for years, and when it comes to visit the light house, Team Rocket are there to try to capture it. But they only succeed in scaring it away.

## 14. Electric Shock Showdown

**Who's That Pokémon:** Raichu  
Will Ash evolve Pikachu into a Raichu? That's the dilemma at hand in this episode, when they arrive at Vermillion City. Ash does battle with Lt. Surge, the town's Gym Leader, for a Thunder Badge but Pikachu is defeated. Surge taunts Ash, saying that he should evolve him into the stronger Raichu, but Pikachu's got some attacks that Surge's quickly evolved Raichu doesn't.

## 15. Battle Aboard the St. Anne

**Who's That Pokémon:** Raticate  
Settling sail on the trainer-filled St. Anne, our friends head toward trouble as the ship's overrun by Team Rocket members who start nabbing everyone's Pokémon. Ash trades Butterfree for a Raticate but starts to regret his choice, and James buys a worthless Magikarp. Ash gets his Butterfree back and the ship begins to sink...

## 16. Pokémon Shipwreck

**Who's That Pokémon:** Magikarp  
Trapped in the still-sinking ship, our friends use their water Pokémon to escape. Team Rocket's only water-type monster is Magikarp, which helps them to escape. Marooned in the middle of the ocean without food, Team Rocket try to fry up their fishy Pokémon, but kick it off the makeshift

raft after finding out it's all bone. It evolves into Gyarados and exacts some harsh revenge.

## 17. Island of the Giant Pokémon

**Who's That Pokémon:** Slowbro  
Perhaps the best idea for a Pokémon episode—subtitled what the Pokémon are saying! When our friends and Team Rocket land on an island, they get separated from their Pokémon. They quickly discover that this is no ordinary island, but infested with giant-sized Pokémon. As Pikachu and the rest of the Pokémon try to find their trainers, we find out that the island is really an amusement park.

## SKIPPED JAPANESE EPISODE! 18. Holiday at Anpuiko

**Who's That Pokémon:** Obaba  
In this episode, Ash and friends find themselves in a sunny summer paradise. After enjoying a boat ride they accidentally smash into a dock, damaging it. The dock's owner isn't too pleased, either, so they offer to help out at his restaurant. Team Rocket steps in, helping to promote a competing restaurant. Discovering they still don't have enough cash to help pay for the damage to the dock, they enter Misty in a Pokémon trainer Swimsuit Competition. Team Rocket—with James in a rubber, pump up suit—and Gary's entourage (Shigeru) compete in it too. There is a flashback to this episode in episode 26 (Hypno's Naptime), which did air in the U.S.

## 18. Tentacool & Tentacruel

**Who's That Pokémon:** Horsea  
After saving a group of construction workers and Horsea from imminent doom, our friends find themselves in Porta Vista. There they meet Nestina, who's building an amusement park but having a problem with unruly Tentacool meddling in her plans. She tries to get Ash & Co. to help, but Misty (who likes the water-type Pokémon) refuses to help. Team Rocket, though, isn't against it.

## 19. The Ghost of Maiden's Peak

**Who's That Pokémon:** Gastly  
After hearing the legend of a beautiful maiden that hangs out near the seaside, Brock and James begin a fruitless search to find her and capture her heart. The legends turn out to be false when our friends find out that the image of the maiden is just a Gastly. They do battle, but the Gastly retreats as the sun rises.

## 20. Bye Bye Butterfree

**Who's That Pokémon:** Butterfree  
A very heartwarming episode of Pokémon where Ash bids farewell to the first Pokémon that he captured and trained as it evolved. A Butterfree festival gives Ash the chance to let his room free, and it finds a girlfriend, but is rejected. Ash gives him a little bow to wear, but it doesn't please the girl Butterfree. After Butterfree saves the whole flock of Butterfree from Team Rocket's clutches, she warms up to him.



SKIPPED JAPANESE EPISODE!  
18. Holiday at Anpuiko





"START YOUR DAY FORTIFIED WITH  
AIR TROOPS, GROUND TROOPS,  
AND 8 ESSENTIAL VITAMINS."

~SARGE



## ARMY MEN SARGE'S HEROES

REAL COMBAT. PLASTIC MEN.™



3DO™

[www.armymen.com](http://www.armymen.com)

# ***This is no time second-***



2 Player Split Screen Mode



MUSIC TELEVISION®

**S P O R T S**

# to -guess yourself.

**Killer soundtrack  
including music performed by  
Blink 182, Ministry, Fear Factory, Face to Face,  
Voodoo Glow Skulls, Pulley, Lagwagon,  
Ten Foot Pole, H<sub>2</sub>O, Joi**



5 Different Events



Exclusive Create-A-Park Feature



7 Unique Lifestyle Riders



Hundreds Of Trick Combos

[www.thq.com](http://www.thq.com)

PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All TV Sports, Snowboarding Game and Software © 2003 Radical Entertainment, LLC. MTV Sports, games, trademarks and logos and all related items and signs are trademarks of MTV Networks, a division of Viacom International Inc. MTV Music, Television, radio, channels and logo, MTV Music, Television and all related items and signs are trademarks of MTV Networks, a division of Viacom International Inc. Snowboarding is a trademark of THQ Inc. Game and Software artwork licensed and published by THQ Inc. MTV Sports and MTV Music Television exclusively licensed to THQ Inc. THQ logo and THQ are trademarks of THQ Inc.







## 21: Abra and the Psychic Showdown

**Who's That Pokémon:** Abra  
Beating Sabrina, the Saffron City Gym Leader, isn't going to be as easy as Ash thinks. Our three adventurers get shrunk down to miniature size and are used as dolls in Sabrina's dollhouse when Ash loses the match against her. They escape and find out that the only way to beat her is to use a ghost Pokémon in Lavender City.

## 22: The Tower of Terror

**Who's That Pokémon:** Gengar  
The three arrive at Pokémon Tower to nab a ghost Pokémon so that Ash can defeat Sabrina. Ash, Pikachu and Charmander venture in alone after one ghostly experience scares off Brock and Misty. After a run-in with the ghosts, Ash and Pikachu become ghosts themselves to have some fun. In the end, Ash does get a ghost-type Pokémon. We also get an inkling that Misty might actually care about Ash.

## 23: Haunter Vs. Kadabra

**Who's That Pokémon:** Haunter  
Ash and Haunter return to the ring against Sabrina, but Haunter deserts Ash when called upon for battle. Brock and Misty are turned into dolls, while Ash escapes. He finds Haunter, and goes back to battle Sabrina, but Haunter deserts again. But Haunter does help Sabrina find her true self, and Ash gets a Marsh Badge in the process.

## 24: Primeape Goes Bananas

**Who's That Pokémon:** Primeape  
On their way to Celadon City, our adventurers run into a wild Mankey. Determined to get more new Pokémon, Ash tries to capture it, but only ends up making it angry (driving it to steal his Pokémon League Expo Hat). When Team Rocket appear and kick Mankey, it makes him evolve into Primeape—and Ash has to figure out how to beat him.

## 25: Pokémon Scent-sation

**Who's That Pokémon:** Gloom  
Something smells fishy in Celadon City, and it's Ash! After declaring that he hates perfume, he's banned from battling the Gym Leader (so he can't get the next badge). He teams up with Team Rocket, for the moment, and disguises himself as a girl to get into the Gym. He's soon found out, but still gets to battle the Gym Leader and save the gym from Team Rocket.

## 26: Hypno's Naptime

**Who's That Pokémon:** Psyduck  
As our friends arrive in Hop Hop Town, Ash is attacked by a Mother who thinks he's her missing son Arnold. They find out that Hypno was making the kids (Misty too!) act like Pokémon, and help them snap out of it after getting rid of Team Rocket. Misty gets Psyduck, too!

## 27: Pokémon Fashion Flash

**Who's That Pokémon:** Vulpix

Team Rocket puts their fashion knowledge to use by opening a Pokémon Beauty Salon as a front to steal rare Pokémon. Ash & Co. meet with Susie, a Pokémon breeding expert, and Brock falls in love—asking her to accept him as her pupil. Misty gets kidnapped by Jessie and James, but Ash and Brock battle them and save her. Brock gets Vulpix.

## 28: The Punchy Pokémon

**Who's That Pokémon:** Hitmonchan  
Our friends come across what they think is a wild Hitmonchan, and Pikachu tries to box it, but gets the bejeezus beaten out of him. They find out Hitmonchan belongs to Anthony, the city's Gym Leader. After promising his daughter that they'll get him to retire from Pokémon training, they enter the P's Fighting Pokémon tournament. Ash says goodbye to Primape, for now.

## 29: Sparks Fly for Magnemite

**Who's That Pokémon:** Magnemite  
As they arrive in the aptly named Gringey City, Pikachu starts losing energy and gets seriously ill. They take him to the city's Pokémon Center, but the power goes out because hordes of Grimer have clogged up the hydroelectric power intakes. Magnemite, attracted to Pikachu for some strange reason, give our friends a helping hand.

## 30: Dig Those Diglett!

**Who's That Pokémon:** Diglett  
On their way to Fuchsia Gym, our friends stumble upon a Dam Construction Site, who's got a little problem with interfering Diglett. But no Pokémon will battle the Diglett! They discover that the reason is that the Dam is being built on top of Diglett and Dugtrio's homes, Koffing and Ekans evolve into Wheezing and Arbok.

## 31: The Ninja Poké-Showdown

**Who's That Pokémon:** Venonat  
Ash and friends arrive at Fuchsia Gym by accident as they enter a mysterious house filled with booby traps. As Ash goes for a Soul Badge against Koga, the Gym Leader, Team Rocket bursts onto the scene. Psyduck knocks Team Rocket into orbit in time for Ash and Koga to continue their battle.

## 32: The Flame Pokémon-athon

**Who's That Pokémon:** Ponyta  
Welcome to the Big P Ranch, where the Laramie family raises fire-type Pokémon in their natural habitat. The group befriends Lara Laramie, whose Ponyta is a contender in her family's festival Pokémon Race. But Dario, a Dodrio trainer, is up to no good. He hires Team Rocket to sabotage Lara. Ash takes her place with Ponyta in the race, but can he avoid Jessie and James' traps and win?

## 33: The Kangaskhan Kid

**Who's That Pokémon:** Kangaskhan  
Arriving at the Safari Zone, our friends are apprehended by Officer Jenny, who mistakes them for Pokémon poachers. After explaining that they're in a Pokémon reserve, our friends go with



## 22: The Tower of Terror



## 24: Primeape Goes Bananas



## 32: The Flame Pokémon-athon

her to stop Team Rocket from capturing a herd of Kangaskhan. Tommy, a young boy who was raised by the Kangaskhan, throws a wrench into all their plans (helping to defeat a mechanical Kangaskhan), and Ash reunites him with his parents.

#### SKIPPED JAPANESE EPISODE!

### 35. Legend of Dratini

**Who's That Pokémon:** Dratini  
Still in the Safari Zone, the group finds itself at the Warden's house. The Warden's a strange fellow who's just a little trigger-happy (pointing guns at just about everyone). But he did catch a Dratini once, and when Team Rocket finds out about it, they want a piece of that action. They torture him to find out where the Dratini is, and Ash, Misty and Brock arrive just in time to stop them from capturing it.

### 34. The Bridge Bike Gang

**Who's That Pokémon:** Cloyster  
Finally out of the Safari Zone, they arrive at the bridge to Sunny Town. They can't cross on foot, but Nurse Joy sends them on an errand so they can bike across. They run into a gang of bikers and start battling when Jessie and James (who are infamous biker gang members) show up. Officer Jenny breaks it up, and they continue across the bridge.

### 35. Ditto's Mysterious Mansion

**Who's That Pokémon:** Ditto  
There's trouble at the House of Imité! Ash and friends stumble upon a mysterious house during a rainstorm, meeting up with Duplice and her Ditto. But her Ditto can't transform into other Pokémon perfectly. That is, until Team Rocket gets hold of it! Contains one of the funniest moments in the show—the good guys doing their version of the Team Rocket theme.

#### SKIPPED JAPANESE EPISODE!

### 38. Electric Soldier Porygon

**Who's That Pokémon:** Porygon  
Our friends get transported into the Pokémon Transfer System to check out a bug, but find Team Rocket's inside up to no good. They're able to vanquish team rocket, ending with the flashing blue and red sequence that gave hundreds of kids seizures in Japan. While one of the better episodes of the show, this one won't be seen again in Japan, but 4Kids Productions does want to translate and edit it to run in the U.S.

#### SKIPPED JAPANESE EPISODE!

### Holiday Special: Jynx's Christmas

**Who's That Pokémon:** Jynx  
This episode was originally supposed to air the week after Electric Soldier Porygon, but, because of the epileptic seizures incident, it never aired on TV (Pokémon was taken off the air for a few months). Jessie is haunted by a memory she has of a Jynx short-changing her on Christmas. She mistakes the Jynx as the real Santa Claus, so she goes on a quest to exact her revenge. Ash and

friends show up at the North Pole just in time to save the real Santa from being nabbed by Team Rocket, and the Jynx send Jessie, James and Meowth flying.

### 36. Pikachu's Goodbye

**Who's That Pokémon:** Pikachu  
As they're walking through the forest, our friends run across a group of wild Pikachu frolicking. They're scared of Ash and the rest of the group, until Ash's Pikachu saves one of them from a watery grave. Team Rocket shows up and tries to nab them all, but there are some holes in their plan (or their net). Will Ash say goodbye to his Pikachu, leaving him with the pack of wild Pikachu? A new song is debuted in this episode.

### 37. The Battling Eevee Brothers

**Who's That Pokémon:** Eevee  
After finding an Eevee tied up, our friends travel to Stone Town (known for its evolution stones) to return it to its owner. Mikey, its trainer, can't decide which Pokémon to make his Eevee evolve into—and gets pressure from his brothers (who have three different kinds of Eevee evolutions) to make up his mind. Team Rocket shows up to nab all the evolved Pokémon, but Mikey and his brothers foil their plans.

### 38. Wake Up Snorlax

**Who's That Pokémon:** Snorlax  
An old man by the side of the road plays the group a song on his Pokéflute, expecting something in return. The town they stop in is running out of food because the river that flows through their town has stopped flowing. They find out that a snoring Snorlax is the cause of the problem, and after trying everything possible to awaken it—even with Team Rocket's "help"—they get the old man to help them move him and restore the river to normal.

### 39. Showdown at Dark City

**Who's That Pokémon:** Scyther  
Rival Pokémon trainer gangs? Dark City is terrorized by battling gangs of trainers, the Yaz Gym and the Kaz Gym, who want control of the town's Gym purely for the money to be made. To teach them a lesson, they're covered in ketchup so that their Pokémon (who are enraged by red) turn on them. But that only makes the gangs combine efforts and attack Ash & Co.

### 40. March of the Exeggutor Squad

**Who's That Pokémon:** Exeggutor  
Melvin the Magician's carnival magic act is in serious need of help. After Misty helps him, he shows them his tricks and hypnotizes Ash to make him do his dirty work and capture some Exeggutor. But things go awry and the Exeggutor go on a stampede through the carnival. Melvin and Charmander save the day, and Charmander evolves into Charmeleon!



35. Ditto's Mysterious Mansion



38. Wake Up Snorlax



39. Showdown at Dark City

#### 41: The Problem With Paras

**Who's That Pokémon:** Paras  
This is the first episode of Pokémon run on Kids WB. We meet up with Cassandra, a Pokémon good samaritan whose Paras is a real wimp. She wants it to evolve into Parasect so she can make a potion to help Pokémon everywhere. Everyone (even Team Rocket) helps Cassandra meet her goal, but a disobedient Charmeleon makes things difficult.

#### 42: The Song of Jigglypuff

**Who's That Pokémon:** Jigglypuff  
Jigglypuff can't get any respect. Everywhere it sings its song, it puts people to sleep! When that happens, he likes to draw all over the snoozing audiences' faces. And, this particular Jigglypuff doesn't like Pikachu much, either. Team Rocket tries to harness Jigglypuff's power, but it puts everyone to sleep, no matter how hard they try to stay awake.

#### 43: Attack of the Prehistoric Pokémon

**Who's That Pokémon:** Kabutops  
Our friends take part in the Great Fossil Rush, but end up getting more than they bargained for. They end up accidentally in a cave that's full of prehistoric Pokémon that haven't been seen for millions of years. Aerodactyl takes Ash for a ride, and Charmeleon evolves into Charizard to "help" Ash escape its clutches. And what's this? Ash wakes up to find a mysterious egg...what could it be?

#### 44: A Chansey Operation

**Who's That Pokémon:** Arbok  
After Pikachu chokes on an apple (that's what you get when you eat 'em whole), they rush to get help. Finding no Pokémon Center in the area they're forced to take him to a human hospital. After being taken care of comes word of a big accident which involved many Pokémon. Ash and friends help treat the Pokémon while thwarting Team Rocket's attempts at capturing them.

#### 45: Holy Matrimony!

**Who's That Pokémon:** Growlithe  
If James doesn't marry his fiancée, Jezebel, within 24 hours, he won't collect his inheritance, or so the plot goes. His parents fake their own death to try to trick James into marrying Jezebel (who looks like Jesse). He refuses, turning to his childhood Pokémon friend Growlithe as well as Ash for assistance in fending off the advances of Jezebel.

#### 46: So Near, Yet So Farfetch'd

**Who's That Pokémon:** Farfetch'd  
The trio are all excited after seeing a Farfetch'd in the forest. But things aren't always as they seem, as this Farfetch'd is helping a thief rob trainers of their monsters. He even fools Team Rocket, stealing their Pokémon too. Will they be able to get them all back?

#### 47: Who Gets to Keep Togepi?

**Who's That Pokémon:** Aerodactyl  
Now that they've been carrying around that egg for four episodes, we get to find out what's in it. It's a game of hot potato as our friends and Team Rocket try to be the ones who keep the mysterious egg (and get it to hatch). It hatches into Togepi and after battling for it, Ash wins, but Misty did see it first.

#### 48: Bulbasaur's Mysterious Garden

**Who's That Pokémon:** Ivysaur  
Bulbasaur's bulb starts to glow, indicating that it's about to evolve. As part of its evolution, it makes a pilgrimage to the Mysterious Garden. Ash and friends follow it to a garden filled with other Bulbasaur, Ivysaur and Venusaur. Bulbasaur doesn't want to evolve, and Ash tries to convince the others to accept his choice.

#### 49: Case of the K-9 Caper

**Who's That Pokémon:** Vileplume  
After seeing a Police K-9 trainer in "action," Ash and Pikachu decide to take part in the training too. They fail... miserably. Team Rocket shows up and gasses the place, making everyone's voices change. They then imitate Officer Jenny and Ash to get Growlithe and Pikachu to turn on them. In the end, their Pokémon see through the act and get rid of Team Rocket.

#### 50: Pokémon Paparazzi

**Who's That Pokémon:** Geodude  
The travelers meet up with Todd, a Pokémon photographer hired by Team Rocket—disguised as senior citizens—to "capture" Pikachu. Of course, Team Rocket doesn't understand that he's a photographer. After multiple tries to find Pikachu's natural poses, Team Rocket realizes their mistake, taking matters into their own hands. So the trio becomes a foursome, at least for a little while. If you've played Snap, you'll recognize Todd, who is the star of that game.

#### 51: The Ultimate Test

**Who's That Pokémon:** Vulpix  
Can Ash pass the test to be accepted into the Pokémon League? He thinks so, but it's harder than it looks. Team Rocket takes the test too, and the final exam is a hands-on battle using random Pokémon. James breaks the rules and gets expelled, but Ash does pretty well (before Team Rocket interferes, that is). Maybe collecting the badges would be easier, though, eh?

#### 52: The Breeding Center Secret

**Who's That Pokémon:** Psyduck  
In this episode we meet Butch and Cassidy, two more members of Team Rocket, who are stealing Pokémon under the guise of a Pokémon Breeding Center. Misty leaves Psyduck there, but they discover they need Psyduck (for a change!) and go back to retrieve him, discovering what Butch and Cassidy are up to. This is the last episode of the first season, and is also the episode where Todd leaves the group.



You can see some scenes from the Japanese intro in the American show, but not these. Character names are a bit different, too.

Ash = Satoshi  
Misty = Kasumi  
Brock = Takashi  
Jesse = Musashi  
James = Keiichi



Who's That Pokémon? is also in the Japanese version of the show. Of course, the names of the Pokémon are different.

# Poké-Flix

## Mewtwo Strikes Back

If you've seen Mewtwo in the game, you know that he's one tough customer. In this first Pokémon movie, which hits U.S. theaters on Nov. 12, we get to see the story behind Mewtwo, who was genetically created by scientists as the ultimate rare Pokémon. Things go horribly wrong as Mewtwo goes a little berserk, escaping from his test tube. After some training by the mysterious leader of Team Rocket, he escapes from his binds and flies to a faraway island. He elevates himself a level above Pokémon, who he thinks are only for fighting, and he invites trainers from across the land to come to the island. Little do they know why they're actually being brought to the island. It's a kind of "Enter the Dragon" meets "Goonies"-type movie. Compared to the series itself, *Mewtwo Strikes Back* is a lot darker, more foreboding flick. It's well-paced and the ending (which we won't spoil) might bring a tear to the eye of the young Poké-fanatic.

This is the first theatrical Pokémon movie, originally released in Japan during the summer of '98. Warner Bros. is distributing in the U.S. and abroad, except in Asia. The music from the original Japanese movie will be completely replaced by all-new music, with a soundtrack album to be released by Atlantic Records. Only female teen pop group MaM has been confirmed as performing on the soundtrack, while rumors abound that Canadian band Len will rerecord the show's main theme for the movie's opening.

## Pikachu's Summer Vacation

*Pikachu's Summer Vacation* (called *Pikachu no Natsu Yasumi* in Japan) is a 22-minute short film to be shown before *Mewtwo Strikes Back*. It takes place in a Pokémon resort and opens with Pikachu and friends trying to stop Topgepi from crying. Of course, things end up going horribly wrong as the good guys have a run-in with a gang of not-so-nice Pokémon: Snubbull, Marri, Raichu and Cubone. But they come together in the end to help a Pokémon in need.

Summer Vacation isn't like the rest of the TV series—there's very little dialogue. What's there is mostly Poké-speak—weighing in heavily on the cuteness factor (and when we say heavily, we mean bordering on vomit-inducing cuteness for those uninitiated with the show). Pikachu fans will get the most enjoyment out of it, but it's also the first time U.S. audiences will see Snubbull and Marri, which are both in Pokémon Gold and Silver.



Mewtwo is one badass Pokémon. He invites trainers around the world to his island to prove he's not just a fighting monster.



Pikachu hangs on for dear life after falling into the river in *Pikachu's Summer Vacation*.



The tawser poster for the U.S. movie (far left), and the new Japanese movies—*Pikachu Explorers* (middle) and *Revolutionary Lugia* (right).



MATURE  
M  
CONTENT RATED  
17+



Start sleeping with your eyes open...evil's moving in, on N64®. The most intense survival game in history is here!

## Can You Survive the Horror? Resident Evil 2. Now on Nintendo 64.

Fear. Horror. Terror. And, of course, evil. It's everywhere. Enter the most terrifying game experience ever crafted. Fight through hordes of flesh-starved zombies, blood-thirsty beasts and other mutant creatures.

Welcome to the nightmare...  
Resident Evil 2.

If the suspense doesn't kill you,  
something else will.



**CAPCOM**  
www.capcom.com





# 9 OUT OF 10 PEOPLE RECOGNIZE HIM.

8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

YOU'RE NOT JUST A SUAVE, SOPHISTICATED JET-SETTER AND LADY'S MAN, YOU'RE A MOVING TARGET, NAVIGATING GUNPOWDER-COVERED SLOPES, DODGING SNIPER FIRE AND INFLAMMATING TERRORIST STRONGHOLES IN HER MAJESTY'S MOST DEMANDING MISSION YET: WIELDING YOUR STAMAKO-ISSUE, SILENCER-SHOO 9MM, SEVERAL KILLER Q-GAUGETS AND A LICENSE TO USE THEM FOR EXACTLY THAT: IT'S YOUR TRIAL-BY-ENEMY-FIRE, SO PACK THE TUX AND LASER CUFF LINKS. YOUR COUNTRY NEEDS YOU.



## Tom Clancy's Rainbow Six Lockdown

WWW.TINDGAME.COM



P

Play Station 3 only Available

© 2007 Ubisoft Entertainment. All Rights Reserved. Rainbow Six, Lockdown, the Rainbow Six logo and the Lockdown logo are trademarks of Ubisoft Entertainment in the U.S. and other countries. Ubisoft, the Ubisoft logo, the Rainbow Six logo and the Lockdown logo are trademarks of Ubisoft Entertainment in the U.S. and other countries. Ubisoft, the Ubisoft logo, the Rainbow Six logo and the Lockdown logo are trademarks of Ubisoft Entertainment in the U.S. and other countries. Ubisoft, the Ubisoft logo, the Rainbow Six logo and the Lockdown logo are trademarks of Ubisoft Entertainment in the U.S. and other countries.







**Fat tires and a serious attitude. It's a lethal combination that will take you just about anyplace, any time. So choose your vehicle wisely, then get off the asphalt and shout the monosyllabic mantra of 4-wheelers everywhere – Dirt good.**

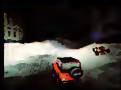
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Game Boy Color is a registered trademark of Nintendo of America Inc. © 1999, 1998 Nintendo of America Inc. All rights reserved. Hummer®; Hummer®S; Hummer®S, and the grille design are the registered trademarks of the AM General Corporation. GM® General Corp. Test Drive is a registered trademark of Accolade, Inc. Test Drive Off-Road 3 © 1999 Accolade Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

JUST GOT ONE QUESTION  
FOR THE ALMIGHTY MOTHER NATURE:

# WHO'S YOUR DADDY?

## TEST DRIVE OFF-ROAD 3

- Drive the mighty Hummer®
- 27 vehicles with upgrades
- 11 real-world tracks
- Multi-player racing
- Incredible 3D driving engine



[www.offroad3.com](http://www.offroad3.com)

To order direct call: 1-800-245-7744



Marril



## What's Next?

### Pokémon Silver And Gold Set To Deliver Your Next Poke-Fix

On Nov. 23, kids across Japan will get to play what they've been waiting over two years for—Pokémon Gold and Silver. Unlike the first game's variations of color, these two games are the true sequels in the Pokémon franchise. At Nintendo's Space World '99 expo, 280 game stations were set up, split between Gold and Silver. They quickly filled up with kids anxious to get their hands on the new games, with wait times creeping to more than an hour for 5-10 minutes of playing time. Keep in mind that all the details below cover the Japanese version of the game. Many of the details here (such as names of Pokémon, places and characters) will be changed for the U.S. version scheduled for release in fall 2000.

Pokémon Gold and Silver take full advantage of the Game Boy Color's hardware and its 52-color palette, while remaining backwardly compatible with the earlier iterations of Game Boy hardware. The first thing you'll notice when booting up the game is just how much difference color makes. You can even choose the look of pop-up windows from eight different styles. If you've played the previous versions of Pokémon and are attached to the monsters you collected, you can link up and transfer them to the new game. Feel like printing out your favorite Pokémon's data? Hook up the Game Boy Printer and go to town.

The game begins, like the first one, with Professor Oak (or Orchid, as in the Japanese version) telling you about the Pokémon world, preparing you for your journey ahead. Gone is Ash Ketchum (or Satoshi, in the Japanese game), replaced by a new trainer. This new trainer doesn't have a main name yet. At Space World, the name choices were Gold, Hiroki, Tetsuo and Takashi! In the Gold version, and Silver, Kamon, Toru and Masao in the Silver version. Like the first Pokémon, your goal is to become the world's greatest Pokémon trainer, and you have a new rival to boot. Your rival this time is more evil—he has actually stolen a Pokémon from Dr. Uesugi (the Pokémon expert who gives you your first Pokémon a la Professor Oak in the first game).

At the beginning, you are asked to set the game's clock to the current time. The game runs in real time, so some monsters will only appear in the morning hours, some only during the day

**Pokémon Gold and Silver's brand-new main character is ready to set off on a brand-new Pokémon adventure!**



# ポケットモンスター 金

POCKET MONSTERS

# ポケットモンスター 銀

POCKET MONSTERS



©1999 GAME FREAK INC.



and others show up only at night. So instead of playing whenever you've got time, this requires you to play during the day and night so you can catch all the Pokémon in the game. As time passes, the environments you're in will change as well. As it gets dark in real life, it will get dark in the game. There's reportedly over 200 Pokémon in the game, with about 100 brand-new monsters, but Nintendo is keeping the exact number a secret until the game debuts. It's rumored that not all the monsters from the first game are in the sequel, but at least the more popular ones are (Rattata, Caterpie, Kakuna and Metapod were all in the Space World version). Some of the new monsters are pre-evolved or further-evolved versions of already known Pokémon. For instance, Elekid is an early evolution of Electabuzz, and a pre-evolved form of Pikachu is rumored to be in the game as well (but hasn't been confirmed).

Gold and Silver take place in the same world as the original, but in a different area, called Johto. You begin the game in Wakaba town, leaving your home as Ash did (after getting some advice from your Mom) then going to the town's Pokémon research facility, headed up by Dr. Utsugi. Here you choose which Pokémon you'll begin the game with from three choices: Waininoko (literally "juvenile alligator" in Japanese)—a blue alligator who is Gold/Silver's Squirtle-type character, and who evolves into Alligates; Hinoarashi—a flaming porcupine-type character, who evolves into Magmarashi; and Chicoolita, a plant-type Pokémon that looks like a Victreebel or Bellsprout. All three have male/female forms and will evolve twice.

Male and female-type, you say? That's right. In the new

**You not only have to deal with playing during the day, but at night too! Some monsters will only appear during the evening hours.**



きょうは けつようひ  
むしとりたいものが いろいろあります!



ゴッドラック L17  
HP 100  
HP 126  
34 / 69

どげんぱつ もって来た  
きのみで かいたくした!



よかったら せん物はごろう  
おしえてくれない?



Elekid



The new Pokégear keeps track of time, acts as a cellular phone, radio and more.



Items now go in different pockets of your character's backpack, making everything a lot more organized.



Hoo-hoo

games, there are male and female Pokémon, which becomes important if you decide to breed them. There are even genders for those Pokémon brought over from the older game. It's not exactly clear at this point how this will be achieved, but it's thought that you'll be able to breed your Pokémon to produce an egg. What that egg hatches into will be determined by the stats of the monsters you mated.

This time around, if a trainer you're fighting has items, then it can use them on their Pokémon. So let's say you've gotten your opponent's Pikachu down to near-zero health, it can eat some fruit and replenish its life. That's going to make fights with Gym



Enter Poké-fans line up and wait for over an hour to get their hands on Gold and Silver for five minutes.

Leaders that much harder. Speaking of items, you can now find nuts or fruits hidden in the overworld inside plants. Giving these fruits and nuts to your Pokémon will replenish their life. To make it easier to store items, your character has a backpack. It has several pockets, each for storing a different type of item: Regular items, Pokéballs, miscellaneous important stuff and Hidden Machines. So you won't have to go through your entire stock of items just to find where your hidden machines are, just go to the right pocket in your backpack.

Perhaps the newest thing in the game is the Pokégear, a wrist-mounted do-it-all machine that brings many new facets to the way you play Pokémon. In addition to keeping the time, it





"...one of this year's



# LUNAR

SILVER STAR STORY

COMPLETE

"...a must buy for RPGers!"

— EGM

"...wonderfully illustrated in a pure anime style."

— PSM

"...a huge epic quest..."

— Official U.S. PlayStation Magazine

"...a godsend!"

— Gamers' Republic



# must-play RPGs." — EGM



## An Epic Adventure A Timeless Romance An Instant Classic

- ★ *Four Disc Collector's Edition!*  
*Includes: 2 Game CDs, 1 Music CD,  
and 1 Exclusive "Making of LUNAR" CD!*
- ★ *50+ Minutes of Incredible Animation!*
- ★ *100+ Page Cloth Hardbound  
Artbook/Instruction Manual!*  
*Including an Exclusive Excerpt  
from the Official Handbook!*
- ★ *Full-color Cloth Map!*



WORKING DESIGNER

Our games go to 11!



"The new king



RESTU

20



World Wrestling Federation ©1999 Time Warner, Inc.  
All Rights Reserved. TBS is a trademark of TBS Inc.  
©1999 WRESTLING PUBLISHING (L.C. Milwaukee, Wisconsin  
WWE, WWF Logo and Stone Free Colors are trademarks of  
Wrestling of America Inc. © 1999 WWE of  
America Inc. All rights reserved.

November 1999

enters the ring!"

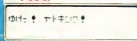
-GamePro

# LEMANIA™





**Kireihana**



**Rediba**

**Togepi**



also acts as a cellular phone and radio. You can upgrade your Pokégear by adding or buying upgrade cards, which give it new abilities and options, such as the ability to listen to all the radio stations (there are several, including a station with just music), and view a world map. During the game you'll collect trainer phone numbers that you can call if you need advice, etc. Listening to the radio will give you information on Pokémon seminars so you can learn techniques that will help you become a better trainer. Professor Oak can be heard from via the radio feature of the game. There are even events that will take place only on certain days (yup they're going to make you play this one every day!).

Aside from the Pokégear, Professor Oak has also updated his Pokédex, making it easier to use and as comprehensive as possible. In fact, you'll meet up with him early on in the game, where he'll give you a Pokémon book, for data on new monsters in the game beginning at #152 (right after Mew).

There were eight different Gym Leaders in the version shown at Space World, all named after plants or flowers—Hayato, Tsukushi, Akane, Matsuba, Shijima, Mikan, Yanagi and Ibuki.

Some of the monsters from the new games have already appeared in the Pokémon TV show and the movies in Japan, but they'll start appearing more regularly in the series beginning Oct. 14 in Japan. It's likely that we won't start seeing these new Gold/Silver Pokémon until around the time those games are ready for release here.

**Professor Oak's got a brand-new Pokédex for you, complete with all the information you're going to need when you spot or capture a new species of Pokémon.**





## And The Rest...

You may have to wait until next fall to play Gold and Silver, but that doesn't mean you'll spend the next 11 months in a Poké-drought. You probably already have Pokémon Snap and Pokémon Pinball to play with, and Nintendo has a couple of other Pokémon games on the way to tide you over 'til Gold and Silver's release.

First up is Pokémon Yellow, due in October. Although it packs the same basic story as Red and Blue, Yellow offers lots of little touches that'll tickle any Pokémaniac's fancy. For starters, you get Pikachu right from the get-go. He follows as you wander around the world, and you can talk to him at anytime just by looking his way and tapping the A button (the game stores several digitized Pikachu sounds). Pikachu will also act more and more friendly toward you throughout the game as long as you use him frequently in battle, give him healing potions and teach him new Technical Machine skills.

Pokémon Yellow also takes on more of the flavor of the TV show. The same Team Rocket members you know from the series appear in Yellow, including Jesse, James, Meowth, Koffing and Ekans. The game packs new art for all the monsters, as well as new abilities for several Pokémon.

Unfortunately, you won't find any new pocket monsters in the game. Yellow does include a different allotment of critters, and you'll be able to collect Bulbasaur, Charmander and Squirtle instead of having to trade for them. Yellow's best feature is its Game Boy Printer support. Hook up the printer and you can squirt out pictures and stats of your Pokémon to create your own real-life Pokédex, or just print out lists of Pokémon you have in storage. The only feature Yellow lacks is full-color support for the Game Boy Color, but we figure all the tweaks and hidden mini-games make up for that.

Next up is Pokémon Stadium for the Nintendo 64. This game, which arrives here in March 2000, lets you load your Pokémon into an N64 cart via the Transfer Pak and battle them in a 3D arena. Your friends can also load their pocket monsters and pit them against your own. There's no real story here. Combat uses the same menu-based system of the Game Boy games. But we gotta admit it's still pretty cool to watch your Pokémon wield their attacks on your TV screen in snazzy 3D.



## In The Cards...

### The Pokémon Card Game is a Hit on Both Sides of the Pacific

If you're looking for a new way to get in some Pokémon play time but don't necessarily want it to involve a video game system, look for Poké-fun in the form of Wizards of the Coasts' Pokémon Trading Card Game. The American version of this particular Pokémon-licensed money-maker is actually based on the Pokémon card game in Japan, which was originally designed back in 1996 by Pokémon co-creator Tsunekazu Ishihara. Since its inception, the game has sold around 1 billion cards in Japan.

Stateside, Wizards of the Coast got the rights from Nintendo in the middle of 1998 to unleash this wildly popular two-player trading card game on America's youth. The game shipped toward the end of that year, into the beginning of this year, and has since sold over 1 million card sets. In fact, Electronics Boutique pre-sold some 50,000 Booster Packs before the first card decks even shipped. Even now, many stores sell out soon after receiving their shipments.

It's doing so well Wizards of the Coast has taken the game on the road to spread the word even more, stopping at various locations across the U.S. These events feature all sorts of Pokémon activities ranging from the card game tournaments to Game Boy game battles. These days, Pokémon Trading Card Game tournaments can be found at selected malls throughout the U.S. A tournament locator can be found on the Wizards of the Coast company Web site ([www.wizards.com/Pokémon/](http://www.wizards.com/Pokémon/)).

So how does the card game work? Well, first you need a two-player Starter Set (about \$10) and probably a couple of Booster Packs (around \$3 each, or \$30 for a preconstructed theme deck). The Starter set includes an advanced rule book and 61 cards, each with full-color original artwork of the Pokémon from the video game. The Booster Packs feature a variety of different cards. Some cards have special holographic printing—a sign that you have a rare Pokémon on your hands. There is also a Jungle Expansion Set available which



American versions of the cards are actually worth more in Japan.



You'll find expansion sets in Japan based on the *owl* movies and *Team Rocket* characters.

includes 48 new cards.

The object of the game, of course, is to collect, trade and battle your various monsters with or against your pals, eventually becoming the world's greatest Pokémon trainer. To do this, you must collect all 150 Pokémon cards—each put into one of three categories: common, uncommon and rare. You start the game by shuffling your deck and drawing a hand of seven cards, laying the rest of your deck as well as one card from your hand face down. After some other starting procedures and a flip of a coin to see who goes first, you're ready for battle. You have a variety of different card types to use—four of them to be exact: Basic Pokémon cards that are used to fight opponents; Evolution cards that can be used in combination with Basic cards to make your Pokémon bigger and more powerful; Energy cards which give your Pokémon its necessary energy for battle; and Trainer cards that can only be used once. Players take turns laying down cards, fighting each other. The first player who obtains all six cards from their opponent wins.

The game is available at most toy, game and retail outlets. For more info on the game, check out Wizards' Web site.

Various manga artists—some of them famous—lend their skills to illustrate the game.

The card game is so popular in Japan that heated matches often draw a crowd.



THE WILD WEST WAS  
NEVER THIS  
WILD



# D

o you have what it takes to shoot and slice your way through 10 action-packed levels and become the "Super Ultra Sexy Hero"?

**Rising Zan: The Samurai Gunman** takes you back to the wild west of the 1800's where, armed with a gun, Katana sword, and some ultra sexy moves, you'll face a town full of the meanest, ugliest and weirdest hombies you've seen.

As you fight your way through this "sushi western" you'll solve puzzles, play mini games, deal with bizarre and deadly bosses, and earn these ever important "sexy points" you'll need to become the "Super Ultra Sexy Hero".

- ✔ Lots of 3rd person super ultra sexy action
- ✔ Use your six gun, Katana sword, or sexy combos to wipe out the bad guys
- ✔ Outrageous mini-games to play and puzzles to solve
- ✔ Hidden levels and characters
- ✔ Weird and bizarre enemies around every corner



"...QUIRKY LIKE NO OTHER GAME WE'VE EVER COME ACROSS"

-Next Generation

"...THE SORT OF OVER-THE-TOP ANIME SLASH-EM' UP THE ACTION GENRE HAS NEEDED..."

-Official PlayStation Magazine

"THIS GAME SEEMS TO HAVE IT ALL..."

-PSM

"QUIRKY, OFFBEAT, UNUSUAL, BIZARRE, ODD, STRANGE, PECULIAR..."

-PS Extreme



**agetec**

[www.agetec.com](http://www.agetec.com)

Agatec, Inc. 308 Veterans Blvd. Suite 600 Redwood City, CA 94063

©1998 UEP Systems, Inc. All rights reserved. Rising Zan: The Samurai Gunman, the Rising Zan logo, Agatec, and the Agatec logo are trademarks of Agatec Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



GP MIDWAY ★ GP MIDWAY ★ GP MIDWAY ★ GP MIDWAY ★ GP MIDWAY

16 TOTALLY WHACKED FIGHTERS

LET'S GET REAL



**SALUA TUA**

STALKED BY HARPOON-TOTING WHALERS

VS.

**AFRO THUNDER**

THE BIGGER THE 'FRO, THE HARDER THEY FALL

GP MIDWAY ★ GP MIDWAY ★ GP MIDWAY ★ GP MIDWAY ★ GP MIDWAY

READY TO GET DOWN & GET IT ON.

# READY TO RUMBLE



TANK  
**THRASHER** vs.

HIS WHIPPIN' COMES CHICKEN-FRIED



BUTCHER  
**BROWN**

HIS MEAT COMES FRESH FROM THE BANG

IN-GAME ANNOUNCEMENT BY \* MICHAEL BUFFER \*, THE VOICE OF CHAMPIONS™



BORIS  
**KNOKIMOV**

PLAYING DEAD IS YOUR ONLY CHANCE OF SURVIVAL

ANGEL "RAGING"  
**RIVERA**

NOT ALL ANGELS COME FROM HEAVEN



HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT • "RUMBLE POWER" UNLEASHES EXTREME MOVES



JET "IRON"  
**CHIN**

YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

SELENE  
**STRIKE**

YOU WISH YOU COULD FIGHT LIKE A GIRL



AN ARSENAL OF TAUNTS AND VERBAL ASSAULTS • LOW BLOWS, LUNGING HOOKS, OVERHEAD PUNCHES AND MORE



ARCADE, CHAMPIONSHIP AND TRAINING MODES • CREATE AND SAVE YOUR IDEAL FIGHTER



## Japanese Releases

- Pokémon Red Game Boy
- Pokémon Green Game Boy
- Pokémon Blue Game Boy
- Pokémon Yellow Game Boy
- Pokémon Stadium Nintendo 64
- Pikachu Genki Dechu Nintendo 64
- Pokémon Card GB Game Boy
- Pokémon Stadium 2 Nintendo 64
- Pokémon Snap Nintendo 64
- Pokémon Pinball Game Boy Color

## U.S. Releases

- Pokémon Red Game Boy
- Pokémon Blue Game Boy
- Pokémon Pinball Game Boy Color
- Pokémon Snap Nintendo 64
- Pokémon Yellow Game Boy

## Color Scheme

Here in the States, Nintendo released Pokémon Red and Blue. Over in Japan, it released Red, Blue and Green—not to mention Yellow. What's with the Technicolor treatment? This chart cracks the rainbow code and explains which colors correspond with which on both sides of the Pacific.

Pokémon Red and Green hit Japan in February 1996 and were immediate hits.



Nintendo released a Blue version to capitalize on Red and Green's success. Blue was basically the same game, except with a different allotment of monsters. Many Japanese gamers actually preferred playing Blue because it packed more of the rare and powerful Pokémon that weren't in Red and Green. Blue also featured new art for all 150 monsters.

The U.S. versions of Red and Blue mix different features from the Red, Green and Blue Japanese versions. Our Red game contains the same allotment of Pokémon found in the Japanese Red version, and our Blue has the same Pokémon from Japanese Green. But both the U.S. Red and Blue were reprogrammed with the art file from Japanese Blue. On top of all that, the final dungeons in our Red and Blue are different from the dungeons in the Japanese originals. Confused yet?

Adding to Nintendo's rainbow of Pokémon games, Pokémon Yellow hit Japan last fall (it's due here in October). This game has the same basic story as Red and Blue—except with a few enhancements, an entirely new art file and a different final dungeon.



# "I'VE DUSTED THE FASTEST RACERS IN THE KNOWN UNIVERSE..."



Available

PC CD-ROM..... Aug '99  
PlayStation® game console... Sept '99  
NINTENDO® 64..... Sept '99

*Rocket Racer*

## "AND YOU'RE NEXT!"

**BUILD YOUR RACE CAR!**

**CHOOSE YOUR PLAY THEME!**

**FIND HIDDEN SNOW GHOSTS!**

**COOL COMPETITORS!**



If you want to be a LEGO Racing Champion, you'd better **READ THIS FAST!**

Load the game. Imagine a car, any car. Build it. Scrap it. Build it again, only better! Race in four separate worlds. Challenge your friends. Beat them. Master 12 wild race tracks. Defeat history's greatest champions like Johnny Thunder, Baron von Baron or the villainous Black Knight. Only then, you'll have the chance to race the ultimate LEGO champion. Who am I? I'm the Rocket Racer... and by the way, **YOU READ TOO SLOW!**

**LEGO RACERS**  
Go Faster!

PC  
CD  
ROM

NINTENDO  
64

PlayStation

[www.LEGO.com](http://www.LEGO.com)

© 1999 and the LEGO logo are registered trademarks of the LEGO Group. © 1999 The LEGO Group. Publisher and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. NINTENDO, THE OFFICIAL GOLF BALLING AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1999 NINTENDO OF AMERICA, INC.

EVERETT  
E  
ESRB

## Find the Fake

Look for These Warning Signs to Avoid Counterfeit Poké-Goods

sloppy, blurry text

No official Nintendo or Pokémon logo

Pokémon is the wrong color



Poor Quality



## Poké-Banned

### The Dark Side of Pikachu

There are people who don't like Pokémon, and then there are people who really don't like Pokémon.

Sometimes they even make headlines. Mark Juvera, a children's pastor at Grace Fellowship Church in Colorado Springs, Colo., nabbed national attention in August when he took a sword and soldering iron to Pokémon merchandise in front of dozens of kids during one of his church services. While he says the whole thing's been blown out of proportion (newspaper reports claim he used a blowtorch to incinerate trading cards, when he really just singed them with the iron), Juvera readily admits to bringing his wrath down on Pokémon. "We do have a sword, which is symbolic of the word of God," he told us, "and we struck a stuffed animal—that Pikachu guy—with it. The sword isn't sharp, and since Pikachu is soft, we didn't cut it. We only struck it one time and then ripped it apart so no one could take it from the trash."

Juvera said he gave little thought to Pokémon (his 9-year-old son had even

amassed more than \$400 worth of games and toys) until he read an e-mail on the evils of Pikachu and his ilk. "I learned it can be a stepping stone toward other role-playing games like Magic the Gathering," he said. "And I saw that one of the videos is titled 'Psychic Friends.' When it starts talking about the ability to use psychic power, magic and things like that, well, all that's totally opposite of what we Christians believe."

Juvera's son has stopped playing with Pokémon, and the pastor thinks he has other kids thinking twice about the pocket monster craze, too. "I had one girl in the service tell me that they're not allowing Pokémon in her public school anymore."

In fact, several schools across the country have banned Pokémon cards and the Game Boy games. They're too distracting, say some teachers, while others fear that bigger kids are bullying younger ones into unfair Pokémon trades.

Cripes—and we thought it was bad when they just took our lunch money. ☹️



# Are You A Pokémaniac?

Take This Test of Your Poké-Aptitude

## Start Here

Do you know what Pokémon stands for?

Have you seen Pokémon underwear in a store?

Are you wearing a pair now?

You're **Poke-curious**



Would you drop kick Pikachu?

Have you ever traded Pokémon with someone else?

Have you ever crafted Mt. Moon out of mashed potatoes?

You're a **True Pokémaniac**



You're a **Poke-hater**

You're a **Poke-hater**

Can you name five Pokémon types?

Do you play the Pokémon card game?

You're a **Closest Pokémaniac**



Did you play for days trying to catch CookiePuss?

Did you play for days trying to catch Newtwo?



Do you proudly perform the Poké-rap in public?

You're a **Poke-moron**



You're a **Poke-moron**

Does fire beat rock?

Did you catch 'em all?

You're a **Poke-expert**





ONE

Ubi Soft

Sega  
Dreamcast



## SPEED DEVILS

Hell on earth is coming to Sega Dreamcast™. You can't resist speeding in these hot-rods from hell.



## SUZUKI ALSTARE Extreme Racing

Join Team Suzuki Alstare® and experience the fast and furious pace of motorcycle racing.



## MONACO GRAND PRIX

Intense 3D graphics and authentic car performance team up for the most realistic sim ever.

# HOT MAMA OF A DEAL!



Get the best arcade, sim, and motorcycle Sega Dreamcast™ racing games with this ultimate deal!  
see inside game packages for complete details

Includes product rated E by ESRB and product not yet rated. Visit [www.esrb.org](http://www.esrb.org) or call 1-800-771-3722 for rating information

SEGA Entertainment is a trademark of Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All rights reserved. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation, Ltd. Monaco Grand Prix is a trademark of A.C.M. Automobile Club de Monaco. All rights reserved. Speed Devils, ©1999 Ubi Soft, Inc. Speed Devils, and the Speed Devils logo are trademarks of Ubi Soft, Inc. Suzuki Alstare Extreme Racing is a trademark of Ubi Soft, Inc. ©1999 Criterion Software Ltd. Published exclusively by Ubi Soft Entertainment under license from Criterion Software Limited



Hundreds of puzzles to test  
Jim's... um...  
**SUPER INTELLIGENCE!**

On the quest for the  
Golden Udders, you'll relive  
the great barnyard war, as well  
as going head to head with the  
elite "Bovine Special Forces"...

There won't be any  
unless Earthworm Jim  
can gather up all his marbles,  
capture the golden udders,  
defeat the secret final boss,  
and assemble the pieces of his  
shattered mind.



AMERICA'S FAVORITE **EARTHWORM SUPER-HERO** IS BACK.

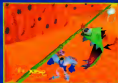
40 of Earthworm Jim's allies and enemies!

13 weapons including the Gravy Gun, the Chicken Gun, Banana-Myte, and the good old Hair Flamer!

5 evil bosses to battle including:  
Professor Monkey for a Head,  
Psy-Crow, Bob the Goldfish, and  
Fotty Roswell

# EARTHWORM JIM 3

[www.earthworm-jim.com](http://www.earthworm-jim.com)



© 1999 Interplay Productions. All rights reserved. Game developed by and Software Engine © VG Interactive, Inc. All rights reserved. Earthworm Jim and all related characters © Interplay Entertainment, Inc. Earthworm Jim and related marks are trademarks of Interplay Entertainment, Inc. Interplay, the Interplay logo and "By Games, For Gamers" are trademarks of Interplay Productions. VG and the VG logo are trademarks of VG Interactive, Inc. All rights reserved. All other copyrights and trademarks are the properties of their respective owners. Nintendo, the Official Seal, Nintendo 64 and the G. B. A. logo are trademarks of Nintendo of America, Inc. © 1999 Nintendo of America, Inc. Resident Evil, the Resident Evil logo, Lack of All Games and the Lack of All Games logo are trademarks of Taito. Taito Interactive Software, Inc. © 1999 All rights reserved.

## Final Fantasy VIII

Of course FFVIII has better visuals than anthology's old Super NES siblings. But is it more fun to play? Seeing how it's pitted against old one but two Final Fantasy classics, FFVIII has its work cut out for it.

**Review Crew Scores:**  
9.5 9.5 9.5 9.5

Character development and an epic story always take center stage in any Final Fantasy game, and that's never been more true than in FFVIII. Yes, this is a love story, but it's also an intricately rich love story that expands time by adding itself up, particularly in the latter portion of the game. It also steers itself in a surprising direction. FFVIII is the most modern and self-thwarted game in the series, if that kind of thing tickles your fancy.

Well, it's obvious which game is the hands-down winner here. Square's array of solutions has to need for the finest FFV comes over soon on the PlayStation. Nothing tops the seamless integration of real-time and pre-rendered imagery. For the first time, the characters are realistic and not superhuman. The same attention and great details are sadly Square's best work. Characters were what they felt, and the meter-captured animations felt emotional depth to the story.

FFVIII's score is good, sure, but it's not series composer Nobuo Uematsu's best work. The game is crammed with more music than past FF titles, and you get greater variety. But time for time FFVIII isn't as consistently stellar as FFV and VI. Chinese pop girlie Eye Wong's "Eyes on Me" song does add much to one trailer moment.

## Final Fantasy Anthology

Ah...nostalgia. FFV unequivocally unreleased here) and FFVI (re-released as FFI on the Super NES) make us all misty-eyed with their classic gameplay. One their old-school charm overpowers the mighty FFVII.

**Review Crew Scores:**  
9.5 9.5 9.5 9.5

FFV's story is one-of-the-well sword-and-sorcery stuff. FFVI, however, has a lot going on. Each member of its enormous cast has his/her own history, story line and subplots. The labor-saving kits are almost distracting, since they're hard to keep track of. But twice as minute, FFVI is still enjoyable. Both FFV and FFVI do have the best endings of any Super NES RPG.

### Story

Both FFV and VI were the largest cuts of their time and packed just-as-of-the-very best. FFVI was the first cartridge to use 236 colors at once, which made for phenomenal backgrounds. Monitor design in both games roared. Sixth V and VI exist to VIII, though, and they both did.

No doubt about it: FF series composer Nobuo Uematsu could himself write the music for FFV and—especially—FFVI. The music is catchy. It totally fits the mood. Standout pieces such as FFVI's opera scene and thundering finale are too numerous to mention. Sure, the tubular instruments sound slightly better and more orchestral in FFVIII, but in terms of actual pieces of music, FFV and FFVI can't be beat.

### Graphics

### Music



The junction system adds a layer of depth to FFVIII's already character-building system, but it also fits its own theme of discovery. When compared to character development in past games, our main grip: No one person becomes a master of a particular fighting style, since the junction system lets you reap abilities among party members when you need to.

## Character System

This is the category where FFVII and FFVIII really shine. FFVII's ultra-deep jobability system (each square adapted for FF Tactics) is one of the great innovations in RPG history. Your characters earn new skills and abilities every time they advance a level. Also, they even change in appearance. FFVIII's system stands out for the sheer uniqueness of each character: you can access, you have a barmaid, a swordsman, etc., and you must choose the right team for the job.

The battle systems in all the games here are similar. They use the Active Time Battle jump established in FFVII and combat is random (although you can skip battles in FFVIII). FFVIII's battles are a bit fairer, too. Top fit to fire Squares' fireworks. Some limit breaks are better combined. A signficant missing of the Square's battle system is Guardian attacks.

## Battles

FFVII is the one Final Fantasy game in which you really want to fight. Combat adds ability points, which in turn improve your characters. We're speaking in terms of battles just to build abilities. Combat in FFVIII is just plain fun. Each character has his or her own interactive trait, such as Sabin's Street Fighter combos or Scurry's Dancer machine attacks. Of course, combat's more fun to watch in FFVIII.



Now here's a game with a learning curve. FFVIII packs deep gameplay—which is good—but it also means you'll need to spend time with the tutorials. You'll probably make a few mistakes before you figure everything out. Yet, you can have the game's opponents characters automatically, but you're better off doing that yourself.

## Ease of Play

If you're at all familiar with Final Fantasy games, you won't have any trouble getting into FFVIII from the get-go. It drops you right into the action and offers the same teaching sequence as all other NES Final Fantasy titles. FFVII is a bit more complicated—thanks to its jobability system, but it never gets more complex than FFVIII. Final Fantasy veterans will have no problems getting into the swing of things.

Well worth the money. The game is exactly the PlayStation's best RPG, and its quest still has you at least 50 hours of your first time through.

## Value

Anthology has the edge here. Even if you've played FFVIII this is worth it for you. Plus, don't forget that you get a music CD and the whole package is \$10 less than VII.

Square has made the most cult Chocobo its licensing block. The big birds are star in their own games (Hyperion's Dungeon 2 and Chocobo Racing) and look for the series in FFVIII.

## Chocobo. What Have They Done To You?

We liked them better when they were just cute, silly birds.

## The Winner Is...

It's a close call to all categories, but the flame-breath of getting two classic Final Fantasy games for less puts Anthology on top.

## Final Fantasy Anthology



# GENERIC KNOCKOFFS ARE THIS STUFF IS WAY



**S Video Cable**



**Color Memory Cards**



**Link Cable**



**Multi Tap**

Settling for anything less than the real thing can be a bad idea. So get your hands on genuine PlayStation<sup>®</sup> branded accessories. The DUAL SHOCK<sup>™</sup> analog controller's vibration feature brings every racing pileup and cranium-crushing blow to life. Dual thumb-sticks make for surgical precision. The Multi Tap lets you plug up to four players into one console. So you can strain your closest friendships with a trash-talking game of hoops or a golf

# OKAY FOR MEDICATION. TOO IMPORTANT.



**RFU Adaptors**



**Color DUAL SHOCK™  
Analog Controllers**



**Look for Official PlayStation  
Branded Accessories.**

[www.playstation.com](http://www.playstation.com)

foursome. Use your Memory Card to save a level or disemboweling fighting combo. For serious one-on-one arcade action, use a Link Cable to hook up two consoles and two TVs. And if your TV's missing a video input, our RFU Adaptors will end your woes. Let's not forget S Video Cables. A must for high-resolution boot-downs. And unlike generic accessories, you'll never run the risk of damaging your console. Or living a life of mediocrity.



# Power Tools

Peripheral Reviews



(System not included. Doh!)

## RF Max 900

Company	System	Price
Nyko	PS, N64, DC	\$39.99

Wireless controllers have long been on the market, but what about wireless game systems? Nyko has developed this device so your system can sit away from the TV while still transmitting all of the necessary audio and video signals to the tube. It works fine, but the signal is being sent through a low-quality RF signal. Hence, the drop in the visual clarity of the RF Max compared to regular A/V cables is very noticeable. And no one wants blurry-looking games—especially on the Dreamcast. It's a good idea but it's just not quite there yet.

[www.nyko.com](http://www.nyko.com)

The picture quality just degrades too much with the RF Max.



## Home Arcade System

Company	System	Price
Blaze	PS, M64	\$79.99

It's about time somebody made something like this—a cabinet specially designed with gamers in mind. There's plenty of storage space for games, controllers and more, and the system sits countertank on its own shelf. The construction of the unit is quite sturdy considering the price, and it's a snap to put together. Problem is, the space for the TV is only big enough for a 21-inch TV or smaller. Mention it's probably best for people who have their game systems in their bedrooms, or in a college dorm, but it's still one of the coolest products we've come across in a long time.

[www.blaze-gear.com](http://www.blaze-gear.com)

## Rumble Rod

Company	System	Price
Mad Catz	N64	\$29.99

Fishing games are huge, so it makes sense to make a fishing controller for the masses of people out there buying all of these fishing games. And while the Rumble Rod itself looks and feels like a real fishing rod, what it does is compatible. Fishing games isn't very thrilling. A little motor inside tugs on the "line" when a fish hits—it just doesn't tug enough. Fishing games may like it, but we'll stick with the Rumble Pak and save \$30.

[www.readcatz.com](http://www.readcatz.com)



Batteries go in the handle here. Great—more frickin' batteries...

## Power Link

Company	System	Price
Myko	GBC	\$9.99

It's an all-in-one link cable that's compatible with any and all linkable Game Boy systems and products. And that's about it. It works and that's what counts. It's nice to have all of your cables in one go. And the nice thing is, it has that cool War look to it.

[www.myko.com](http://www.myko.com)

24hr. four, four plugs in one...



## Shock 2

Company	System	Price
Gulienet	PS	\$57.99

The regular Shocks controller is just like the Infrared version, except without the wireless features. As such, our main complaints are the bulkiness of the pad and how overly rubbery it gets. Still, the price is right and—for it being a third-party product—the controller itself feels nearly as solid as a first-party pad.

[www.gulienet.com](http://www.gulienet.com)

## Infrared Shock 2

Company	System	Price
Gulienet	PS	\$49.99

Infrared controllers have long been looked down upon since they require batteries and need to be within a certain range to work properly. And while the Infrared Shocks has an admirable range, the battery requirement just doesn't appeal to us. Plus the pad is too bulky. Thankfully the buttons and sticks are well-placed and feel good, and the pad has a rubberized shell for easy gripping.

[www.gulienet.com](http://www.gulienet.com)

This A/B switch is for max LMAW compatibility.

## Intensor LX

Company	System	Price
Imcra Tech	Any	\$199.99

The original version of this chair was priced way too high for the average gamer. Now that this has been addressed a bit, we can get into more details about the chair's new construction. Knobs have been placed in a more natural position than before, speaker quality has been upped and assembly is a cinch. It's a little high in price, but the thing really works well with action games or others with lots of explosions. This version of the Intensor is much better than the first.

[www.imcra.com](http://www.imcra.com)

## Worm Light

Company	System	Price
Myko	GBC	\$9.99

It's such a simple idea, it's no wonder somebody didn't think of it sooner. Instead of the usual big chunk of plastic, it's a little bendy light that sticks in the side of your system. Plus it draws power from the Game Boy instead of using additional batteries. It causes glare at certain angles, but since it's easy to manipulate this is no big deal. It's a really cool device.

[www.myko.com](http://www.myko.com)

Send the wire to the optimum angle, and it'll stay put.











# Review Crew

# Team EGM

## Crispin Boyer

With the Dreamcast nearly here, staff members are engaged in their usual pre-launch rituals: atomic sprints, DG Creamblast chugging, etc. Cris is celebrating the occasion with his customary laugh-day mullet haircut. Imagine his dismay when everyone showed up on 9/9/99 with shiny new mullets, too.

**Current Favorites**  
FF Anthology, Rayman 2  
**Favorite Genres**  
Action, Adventure



## John Davison

John's been cracking the whip recently, partly inspired by the recent DVD release of Full Metal Jacket. Now, in a fit of cruelty he's forcing all new contributors and misbehaving editors to sport a mullet & mustache combination for a full week—as ably demonstrated by Team EGM.

**Current Favorites**  
Soul Calibur, Winback, Hot Wheels Racing

**Favorite Genres**  
Action, Racing



## Che Chou

The Dreamcast is a cream-blast, that's for sure. While everyone cultivated their mullets, Che got his hair done bright red. Aside from traveling coast-to-coast and seeking up gaming goodness, Che's been on the lookout for Mankey and his evolved form, Primeape.

**Current Favorites**  
Soul Calibur, Tony Hawk, Front Mission Third, FFA

**Favorite Genres**  
Fighting, racing, RPG



## Dan Hsu "Shoe"

Shoe's all upset over the possibility that Namco won't be doing any more DC games. Sure, he can play Tekken 4 on PS 2, but he was hoping for longer term DC support from them. On the happy side, Shoe's all psyched for a Panel De Pon 64 (aka Tetris Attack 64).

**Current Favorites**  
Soul Calibur, Shenmue, Final Fantasy Anthology

**Favorite Genres**  
Strategy, Puzzle



## Chris Johnston

Somehow, Chris was able to lug all the Pokigear he picked up in Japan back to the EGM offices. The jelling must be affecting his head, because during deadline he could be heard yelling out phrases in a southern accent. Perhaps he really is considering opening a Pokigear Ranch...

**Current Favorites**  
Rayman 2, Final Fantasy Anthology, Hot Wheels

**Favorite Genres**  
Adventure, Puzzle

## SHINY NEW Review Crew Member COMING SOON!

Who Will It Be?  
Our search for the last RC member is nearly over. But who will it be? The "real" Elephant Sak? The return of Sushi-X? Fled out soon.



## Dean Hager

Holy smokes, has Dean received a lot of grief for giving the fledgling NFL 2K a very respectable "B" in the last issue. Maybe people are interpreting statements like "NFL 2K is a must-buy game indeed" as "Gosh, this game sucks!" - Go figure?

**Current Favorites**  
Madden 2000, NFL 2K, NCAA Football 2000, Ready 2 Rumble

**Favorite Genres**  
Sports, Racing



## Shawn Smith

All of these review games mean long hours, junk food and lack of exercise for Shawn. So to avoid getting a chubby belly, Shawn has recently started a rigorous workout routine. It includes such exercises as deep knee bends, atomic sit-ups, the world-famous monkey squats and many others.

**Current Favorites**  
Winback, Rayman 2, Tony Hawk's Pro Skater

**Favorite Genres**  
Action, Adventure

As we enter the sporting season once more, we've decided to expand the Review Crew still further with Team EGM. The three attractive young hipsters below will be aiding the Dean and other members of the Review Crew with football, hockey, baseball, basketball and soccer reviews. This will go further to help bring you the most authoritative reviews in the business. All are bona-fide loons with boundless knowledge of all things sporty.



## Dan Leahy

**Current Favorites**  
Madden 2000, NHL 2000, FaceOff 2000, NFL 2K

Dan's schedule rotates around a 24-7 schedule of football. The "all-pigskin" diet goes something like this...Video game football, fantasy football, followed by watching football at home. Dan swears the gridiron grind doesn't get to him, but we think wearing a helmet to work is a bit excessive.



## John Ricciardi

**Current Favorites**  
Madden 2000, NHL 2000, FaceOff 2000, NBA Showtime

Some of you may recognize this chap... previously the Reviews editor of EGM, he has now moved up the chain of command to take the reins of Expert Gamer as editor in chief. A long-term sports fan, he's the self-proclaimed office champ at pretty much anything hockey related.



## Todd Zuniga

**Current Favorites**  
NHL 2000, Madden 2000, NCAA Final Four, NBA Showtime

Also known as T-Zone, Todd joins Team EGM fresh off an office championship in NBA Showtime. He says you gotta beat the best to be the best, and has plans for establishing a new reign as the resident Madden champion "You can't stop T-Zone, you can only hope to contain him."

## This Month...

Yet again, we're sad to inform you that we're unable to bring you a review of House of the Dead 2. We've got the game...but we've yet to get our hands on an "official" U.S. light gun (this issue goes to press before 9/9/99). Next month, finally, we'll be able to bring you our opinions—and we encourage you to send us your reviews of all the Dreamcast games for our **Reader Reviews** section. This should prove to be a hot topic in coming months. Please remember...all games are reviewed within their own genre and take into consideration other games available on each specific system. Refer to our philosophy (below) and remember that a 5.0 is an average score. 🍌

## Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

## Our Awards



**Platinum Awards** go to games that get four 10's, the best and rarest review a game can get.



**Gold Awards** go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive **Silver Awards**.



**Publisher:** Sega  
**Developer:** Sega  
**Featured In:** EGM #120  
**Players:** 1-2  
**Supports:** Jump Pack  
**Best Feature:** Arcade perfect (patch)  
**Worst Feature:** Short, easy and dull  
**Web Site:** www.sega.com



You've got to switch into a different frame of mind when you play a game like *Dynamite Cop*. You have to forget about the last five years of game development, and remember the time when *Final Fight* and *Streets of Rage* ruled the roost. On face value it has to be said that it's spectacularly dull, far too easy and remarkably short. It's not particularly rewarding if you play it really hard, and if you complete all of the objectives, the secrets that open up are hardly worth the considerable effort involved. Sure, there are multiple characters and three variations on the missions (until you open up the extra mode) but they're all far too similar. **Prolonged play results in extreme frustration** as you learn that this is only as much fun as you are prepared to get out of it. You start making your own objectives like "I'm going to clear this stage just with my fists" or "I'm going to see how long I can keep my character in just his beliefs" (health is indicated by state of dress btw)—but this only satisfies for a while. Soon, you start to notice the idiosyncrasies of the graphics and questioning the most bizarre things. Why do all the characters have enormous noses? Why is the script so bad? Why is the president's daughter so fugly? Why is that man wearing a crab on his back? Nostalgic players may love it. Impatient ones will despise it.

**John**

You're either a fan of *Die Hard* Arcade or you're not, it's that simple. **Dynamite Cop retains the same basic gameplay of Die Hard** but now you're working with lasers power. Behind all the obvious weapons and combos is a game you can master to an absolute certainty. Sure it's repetitious, but then again, so are shooters. Bosses have patterns of their own which you can memorize and exploit. Check out this game while you wait for its prettier cousin *Zombie Revenge*.

**Chc**

**Dynamite Cop isn't that bad. No, I'm serious.** All you have to do is realize that: a) This is a port of an arcade game, so it doesn't take that long to beat, b) It's incredibly goofy (not on purpose, I don't think), c) It shouldn't be taken too seriously, d) It involves an awful lot of button mashing, and e) You might get a few bucks if you spent good money on this disc. But the game is still enjoyable and worth checking out! Like *Die Hard Arcade*, it's mindless fun.

**Shoe**

This arcade port has cheap thrills in abundance; too bad the **gameplay wears thin** fast. Sure, you get a lot of level variety with the three characters. And you'll probably dig *Dynamite Cop* if twitch games that look pretty are your thing, but **this game turned into a chore**. Despite some cool weapons and the enticing idea of seeing your female character's clothes knocked off as she takes damage, the button-mashing gameplay didn't hold my interest.

**Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	3	5



**Publisher:** Midway  
**Developer:** Midway/Avalanche  
**Featured In:** EGM #120  
**Players:** 1-4  
**Supports:** Jump Pack  
**Best Feature:** Incredible fun  
**Worst Feature:** All can be dumb sometimes  
**Web Site:** www.midway.com



Getting a console-based version of *Blitz* that's better or at least as good as anything that has been at the arcade is pretty awesome. There isn't one thing off-center about *Blitz 2000*. And since most every arcade version of *Blitz* that has been out kicks so much boots...well, you see the score. **The play is fun as hell and incredibly easy to get into.** The graphics in this DC version are spot-on—super crisp and clear. Animation is tight-on. The sound cues from the announcer are still hilarious. And the play selection and passing interfaces are still as easy as ever. Dreamcast owners who've never played a console version of *Blitz* are going to be in for a real treat. And even if you have had the pleasure of playing other versions of *Blitz 2000*, or any of the other games in the series, the graphics and smooth play will still be pleasing. The one-player is a blast thanks to AI that's pretty smart most of the time. But of course the two- to four-player stuff is the biggest treat. Throw four controllers in the system with custom plays and the whole nine yards and go to work. Needless to say, *Blitz 2000* was an excellent way to alleviate late-night adeline stress this month. *Blitz* is an excellent alternative to the sim-like nature of NFL 2k. And actually, if you have the extra dough I think it'd be ideal to have both games in your library for balance.

**Shawn**

I'd like to say that this is THE *Blitz 2000* to get, but the bugs are crawling all over. This *Blitz* was clearly rushed, because it crashes often in a great way (and you can see some silly little overights, like the code entry screen not letting you that you inputted the code correctly). But if you can get used to the problems, you'll find an awesome-looking (and playable) conversion. The VMU play screen is a nice touch for those hidden play selections.

**Shoe**

If there was ever one version of *Blitz* that was worth owning, this baby is it. NFL *Blitz 2000* for DC one-ups the arcade version of *Blitz 99* in every way, making for a better-than-arcade-perfect experience. The new stuff added for "2000" is pretty slim, but it doesn't matter—**just having a perfect four-player version of *Blitz* at home is reason enough to get this.** My only complaint? The final game has a couple of minor bugs, which dampens things a bit.

**John R.**

What more can I say about this game? It's **arcade perfect, fast, exciting, 4-player equipped**...the list goes on and on. Naturally, out of all the systems sporting *Blitz 2000*, this one kicks the most "arse" (as John would say). I like the custom play editor as well as the ability to create your own six from other teams' reserves. Helmet-popping, on-side kicks and mousby fields are nice additions. Dreamcast owners should definitely own this arcade classic.

**Dean**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	9

Enter To Win

# POKÉMON™

**ELECTRONIC  
GAMING  
MONTHLY**

# SWEEPSTAKES

## Two Grand Prizes:

- One complete set of Pokémon videos/DVDs from Viz/Pioneer\*
- One limited-edition Pokémon Game Boy system with Pokémon Yellow



## Three First Place Prizes:

- One limited-edition Pokémon Game Boy system with Pokémon Yellow
- A partial set of Pokémon videos/DVDs from Viz/Pioneer\* or Pokémon books and comics from Viz

\* Please indicate whether you would like VHS or DVD



Viz Pokémon Comics

Viz/Pioneer  
Pokémon Videos

Viz  
Pokémon  
Books



### Official Sweepstakes Rules:

1. No Purchase Necessary. To enter send a standard size postcard containing your name, address, and phone number to EGM Pokémon Sweepstakes, PO Box 3338, Oak Brook, Illinois 60523-3338. Please indicate whether you would like VHS or DVD should you win. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be handwritten and must be received by Nov. 15, 1999. Merchandise reproduced entries will be void. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Ziff-Davis reserves the right to cancel this sweepstakes at any time with appropriate notice. 2. Prizes: 2 Grand Prizes (Grand Prize winners will receive one (1) set of Pokémon DVD or VHS tapes (at winner's option) one (1) Nintendo limited-edition Game Boy, and one (1) Pokémon Yellow Game Boy Pack. Grand Prize has an approximate retail value of \$200. 3. First Place Winners: First Prize winners will receive one (1) Nintendo limited-edition Game Boy, and one (1) Pokémon Yellow Game Boy Pack as well as one (1) of the following at Ziff-Davis' discretion: (a) a set of Pokémon comics, (b) a partial set of Pokémon VHS tapes, or (c) a set of assorted books. Each First Prize has an approximate retail value of \$150. Winners shall be determined by a random drawing from all valid entries by EGM editors whose decisions are final. Drawing to be held on or about Nov. 16, 1999. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions or prizes are allowed except at the option of Ziff-Davis should the featured prizes become unavailable. 3. Odds of winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Sweepstakes open to residents of United States and Canada (void in Puerto Rico and Quebec). Non-residents with the same parameters contacted herein or return of any printed notification as undesirable will result in disqualification. Winners or their legal guardians shall sign and return an affidavit of eligibility/release of liability upon acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, media, or promotion without further compensation, unless prohibited by law. Neither Ziff-Davis nor its officers, directors, affiliates, subsidiaries, divisions, or related companies are responsible or liable for any damages, legal, or expenses that consumers might incur as a result of this sweepstakes or receipt of prize. 5. Winners List: For a list of winners send a stamped, self-addressed envelope to EGM Pokémon Sweepstakes, Winners List, PO Box 3338, Oak Brook, Illinois 60523-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsor: This sweepstakes is sponsored by Ziff-Davis, ©1999 Ziff Inc. is Nintendo's Game Boy/GAME FRANKS 1995, 1996 and 1997. 1999 is Nintendo's Game Boy/GAME FRANKS 1995, 1996 and 1997.

Limited-Edition Pokémon Game Boy with Pokémon Yellow





**Publisher:** Acclaim  
**Developer:** Criterion Studios  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** None  
**Best Feature:** Graphics  
**Worst Feature:** Short courses  
**Web Site:** www.acclaim.net



The first thing you'll notice about TrickStyle is its incredible graphics. The game is filled with tons of detailed polygon models and textures, and all kinds of fancy effects. It really is a great example of what the Dreamcast is capable of. Next, you'll notice the game runs at a continuous 30 fps. It's quick—not too quick, but definitely quick enough. Then, after a few races you'll notice the control, and how it's pretty tricky to get the hang of. And that's when the game gets interesting. When you're having trouble getting past a stage, it may be time to learn a new trick. Once you learn the trick and complete the course, you're having trouble with, you get a new board. Once you get a new board, you can move on to the next circuit...and so goes the game. It sounds like standard racing game stuff, but TrickStyle does it with style. On the negative side though, beautifully designed courses are often far too short. And one track in particular (the silt track on the Japan circuit) is so ridiculously hard, I'll give you to damn—even though it's admittedly the coolest-looking track ever. Basically, they couldn't prepare you better. And lastly, the AI could've been more balanced. It's either way too good, or actually slows down for you when you're in last place. On a side note, the WiiU mini-game is fun but doesn't really do much for the game.

### Shawn

TrickStyle, a game that's neither tricky nor stylish. Well, OK, it's a little tricky. It certainly does take a while to get used to the controls, but once you do, the game instantly gets better. Since performing tricks often boosts your speed, you'll need to pull them out often. I also like how different moves can smoothly transition into each other (but call me old-fashioned). What can't get into riding a board without wheels? Just, no grinds? Sacrilege!

### Che

Imagine a cross between WipeOut and a skateboarding game, and you'll be pretty much there. It looks absolutely fantastic, but there are some things about it that I'm not a big fan of. Maybe it's just me, but I found the tricks way too difficult to come to grips with. It just didn't feel natural. Couple that with the weirdly erratic AI in the other races, and it all feels a bit off balance. And who's with the WiiU game? My phone has the same function built into it!

### John

If you're into hoverboards and really pretty graphics TrickStyle is right up your alley. To some extent it's more show than go, but not horribly so. Think of it as your introduction to the world of DC games. The courses are pretty darned creative if not a little hard to master. The tricks are pretty tough as well. Overall, TrickStyle doesn't do much for me. It certainly doesn't break new ground, or simply polishes up the old futuristic hoverboard genre a bit.

### Dean

VISUALS SOUND INGENUITY REPLAY



**Publisher:** Sega  
**Developer:** Gami  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** None  
**Best Feature:** VF3 gameplay fully intact  
**Worst Feature:** Graphics are sub-Model 3 quality  
**Web Site:** www.sega.com



Being the rehabilitated VF2 junkie that I am, I have mixed feelings about VF3tb. It seemed AMVs had finally accomplished their goal with VF3 on Model 3, to make a game with unsurpassed depth and visuals. So it's no surprise I had ridiculously high expectations of VF3tb on the Dreamcast. The import version was shaky but overall I thought it was a pretty decent port, especially if you consider how much time Genki had before the Japanese Dreamcast launch. The fact that it lacked a versus mode was a silly oversight, but who cares? It was in my living room! With a U.S. release pending, hopes were high for Sega to fix some of the problems found on the import, and thankfully, they did. Added to the U.S. version is that much-needed versus mode which most of us took for granted when Street Fighter 3 came out on the SNES back in 1992. Other improvements were made to the graphics but to be totally honest, it's hard to tell what they were exactly. The shadows have certainly improved, yes, but the character models have retained their imperfection. Just take a look at Sarah's jagged ass or Jacqui's unflappable. I know it's nitpicking, but this game was a masterpiece on the Model 3. What really counts though, is that VF3tb's gameplay is fully intact. And as a 3D fighter, it's one of the best.

### Che

VF3tb has none of the flash Soul Calibur has. Nor is its combat system as enjoyable to fight with. But VF3tb still holds its own. I was fortunate enough to be a bit of a nouse when I started reviewing this one, and I progressed and learned more guarding and canceling techniques, the game became much more enjoyable. VF3tb simply has lots of technical stuff to learn if you want to. But it does look rather dated—especially when compared to Soul Calibur.

### Shawn

It can be extremely hard trying to play this game after being immersed in Soul Calibur-ness for so long, but if you can purge that out of your system and start afresh, you'll find an excellent game in VF3tb. Transition-wise, this game looks and plays great, although a better training mode or more motivation to play the single-player game (like 50% Mission Mode) would be ideal. VF3tb is solid, fun and very technical...but a bit dry.

### Shoe

Sega has been pretty smart in releasing this a while after the Incredible Soul Calibur, as it really does suffer in light of Namco's classic. While it doesn't stand up to the best of its genre, it's still a good game. The play is very laid-back and quite different to what many fighting games present. The ducking and dodging nature of the fights give them an almost graceful, dance-like quality. Make sure you play with a stick though...it's real bad with a DC pad.

### John

VISUALS SOUND INGENUITY REPLAY



**Publisher:** 3DO  
**Developer:** 3DO  
**Featured In:** EGM #123  
**Players:** 1-4  
**Supports:** Rumble Pak, Controller Pak  
**Best Feature:** Two-player co-op for the main game  
**Worst Feature:** Frustrating escort missions  
**Web Site:** www.3do.com



Easily the best thing about the original BattleTanks was its four-player mode. 3DO apparently realized that; they've gone and supercharged this sequel's multiplayer capabilities. You need never play this game alone, because—and this is the best thing about BattleTanks: Global Assault—two players can go through the story mode cooperatively. In fact, you can even play through most missions solo, if you like, and only have a pal jump in if a particular stage gets too tricky. I ended up having to do just that with the two escort levels, which have you protecting a convoy of cargo tanks. These missions are far too difficult and frustrating when played alone, but when I had Shoe join in, we got through 'em just fine. It's the huge selection of multiplayer modes—seven in all—this is the real life of this party. You can play them by yourself against AI drones, or play with a second player and team up against the computer. But do yourself a favor: Get three friends and split into teams of two. It works great for the capture-the-flag-like BattleTanks Mode and the Hold-em game, both of which require teamwork. I also like the Convoy Mode, which has players splitting into teams of attackers and defenders of a tank convoy. And while the graphics are just so-so, they do keep a smooth frame rate for the multiplayer games.

### Crispin

3DO has obviously paid attention to what people liked about the original BattleTanks and has really put a lot into the multiplayer aspects of the sequel. The seven based play is especially fun, and I got a big kick out of the capture-the-flag style games as well as the Deathmatch modes. Unlike Crashin though, I thought the convoy (protect and attack) game had some serious play-balance issues which prevented it from lasting long enough to actually be fun.

### John

BattleTanks was a nice surprise—an actual tank game that doesn't suck. The real strength behind this title is its well-implemented multiplayer mode. There are enough do-dash match variations to keep the party going for a while. I did find the level design to be better and unimproved. Every stage felt like an empty shipping dock with square warehouses. Still, I gotta give BattleTanks props for maintaining a smooth frame-rate in the heat of battle.

### Che

Forget grandiose story lines and epic adventures and deep gameplay for a second. Let's visit that primal bit of ourselves that just loves to blow \*\*\*\* up real good. BattleTanks: GD is just the perfect game to satisfy that destructive inner child in all of us. Sure it's shallow, but it's a ton of headily arcade-style fun. Don't expect any more depth than that. This multiplayer stuff (4vs. co-op) is fantastic, making this one of the better group games around.

### Shoe

VISUALS SOUND INGENUITY REPLAY

The first blast wiped out your Space Center.  
 In just 3 hours, the high-tech weapons  
 satellite will strike again...It's your job to  
 make sure that it doesn't.



"Explosive  
 N64  
 adventure"  
 -Nintendo Power



4-Player Deathmatch,  
 along with 4th of July,  
 Cube Hunt, and Quick  
 Draw.



- ✦ Intense 3rd Person Action/Shooter
- ✦ Precision Laser-sighting aiming mechanism
- ✦ Immense 3D Environments
- ✦ Battle newly-armed Boss Characters and "smart" enemies
- ✦ Rumble Pak Support

# WINOBAEK

## COVERT OPERATIONS

NINTENDO 64



Only For



[www.koeigames.com](http://www.koeigames.com)





# The Ultimate Weapon on the

• Play as 3 heroes, each offering a different gameplay experience:

**Max** - Blast aliens with 4 different weapons simultaneously.

**Dr. Hawkins** - Solve puzzles to create deadly weaponry.

**Kurt** - Sneak, snipe and shoot in a new suit equipped with a cloaking device.

• Unique weapons like the Black Hole Bomb, the Atomic Roaster, and Bouncing Sniper Shots that hit enemies around corners.

• Powered by the Omen Engine™, MDK2 pushes the Sega Dreamcast™ to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.

# MDK2™

COMING SOON!

The amazing Sniper Helmet that lets you shoot an alien in the eye from a mile away is coming to the most powerful entertainment system, the Sega Dreamcast. Kurt Rectic, the original hero of stealth and subterfuge returns to reclaim Earth along with the help of the dangerously brilliant Dr. Hawkins, and the 6-legged gun-toting robotic dog, Max.

Developed By  
**BIOWARE**  
CORP.

© 1999 Interplay Entertainment Corp. (except Bioware © 1999 Bioware Corp. USA © 1999-2000 Microsoft, Inc.). Written by William Geyer, David Lerner, and Luis Hernandez de Tapia. Directed by Bioware Corp. The Bioware Omen Engine and the Bioware logo are trademarks of Bioware Corp. MDK, MDK2 and related titles are trademarks of Sierra Entertainment, Inc. and certain characters are © Sierra Entertainment, Inc. Interplay, the Interplay logo and "By Design, Not Chance" are trademarks of Interplay Entertainment Corp. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All other copyrights and trademarks are the property of their respective owners. All rights reserved.



# Sega Dreamcast™

# More Fuel For Your Machine

COMING SOON!

## STAR TITAN NEW WORLDS

We've added the ultimate feature to our time-shifting... Star Titan™. It's time to leave the softness of space behind and put your destiny in the blindest land battle this universe has ever known. In Star Titan™, New Worlds, you'll experience this classic universe as never seen before - on land! In Fall '93.



## CAESARS PALACE 2000

The closest thing to actually being in the casinos of the world famous Caesars Palace™. Full 3D Action! Includes Blackjack, Roulette, Craps, Slots, Poker & More!



Wanna' race? Take 12 wacky characters, each with their own unique speed boost. Add in 48 interactive tracks plus a plethora of turbo, power-ups, weapons and shields. Welcome to the fast-paced, high-action world of Renegade Racers.

# INCOMING

INCOMING AVAILABLE NOW!

*Interplay*  
BY COMPUTER. PUBLISHED BY SEGA.



# Sega © Dreamcast.

STAR TITAN™ © 1993 Interplay Productions. All Rights Reserved. Caesars Palace and Caesars Palace 2000 are trademarks of Caesars Palace, Inc. and used under license from Caesars Palace. Interplay™ is the logo for Interplay. This product is for entertainment purposes only. Any use of the material for anything but entertainment is prohibited. STAR TITAN™ NEW WORLDS™, STAR TITAN™ NEW WORLDS™, INTERPLAY™, INTERPLAY PRODUCTIONS™, ALL RIGHTS RESERVED. © 1993 SEGA. PERSONAL USE ONLY. ALL RIGHTS RESERVED. STAR TITAN™ NEW WORLDS™, INTERPLAY™, INTERPLAY PRODUCTIONS™, ALL RIGHTS RESERVED. INTERPLAY™ IS THE TRADEMARK OF INTERPLAY PRODUCTIONS. STAR TITAN™ NEW WORLDS™, INTERPLAY™, INTERPLAY PRODUCTIONS™, ALL RIGHTS RESERVED. INTERPLAY™ IS THE TRADEMARK OF INTERPLAY PRODUCTIONS. STAR TITAN™ NEW WORLDS™, INTERPLAY™, INTERPLAY PRODUCTIONS™, ALL RIGHTS RESERVED. INTERPLAY™ IS THE TRADEMARK OF INTERPLAY PRODUCTIONS. STAR TITAN™ NEW WORLDS™, INTERPLAY™, INTERPLAY PRODUCTIONS™, ALL RIGHTS RESERVED. INTERPLAY™ IS THE TRADEMARK OF INTERPLAY PRODUCTIONS.



**Publisher:** THQ  
**Developer:** Looking Glass Studios  
**Featured in:** EGM #123  
**Players:** 1-4  
**Supports:** Rumble Pak  
**Best Feature:** Four-player capture-the-flag  
**Worst Feature:** Chippy frame-rate  
**Web Site:** www.thq.com



This game managed to both impress and disappoint me. All the basic car-crunching ingredients from the PlayStation Destruction Derby prequels are here. But the car physics and damage models are much less realistic, giving the game more of an arcade feel. The graphics are decent, with no fog or pop-up, and the game manages to cram a lot of cars on screen at once. But the **gameplay is so terribly chippy that you have to play for a while to get used to it.** The frame-rate seems to drop below 35 frames per second at times, even when there aren't a lot of cars on the screen. The choppiness hurts the multiplayer games, since the frame-rate really suffers once you kick on four-player split-screen. The only multiplayer mode that's not too badly affected is Capture the Flag. And this mode is more fun than the overly hyped Bomb Tag, which is too chippy and gets dull fast. As far as the one-player game goes, it's nothing special. Once you open one of the sturdy secret cars, you can clear all the circuits fairly easily just by running head on into every obstacle badge. There's very little strategy here. The bow-shaped arenas are still the highlight of the game. They're chaotic, intense and fun, even if I never really figured out the damage scoring system. Still, the thrills here, as in the rest of the game, are short-lived.

#### Crispin

Like Road Rash 64 and its predecessors, this doesn't feel anything like the previous DDs. Gamed it's a different system, it should at least vaguely resemble the others. On its own merits it's not terrible, just mediocre. The physics are not conducive to exciting car-crusher' action. They tend to bounce off one another rather than cause major havoc. The frame-rate is skippy as well. **The only thing I like about DD64 is multiplayer Capture The Flag.**

#### Dean

I can honestly say that I didn't particularly enjoy anything about this game except one mode: the four-player capture the flag game which was incredibly addictive. Racing around the unimaginative arena with your teammates trying to grab your opponent's flag while kicking their asses is incredibly addictive. **I'm not sure if it's really \$50 worth of fun though.** The rest of the game I can live without. It doesn't look that great, or play that great.

#### John

As far as the series goes, this Destruction Derby feels the worst. The cars are real floaty, and for some reason, they like to ride up vertical walls and flip over a lot. You'll be on your back more than Monica Lee...um, never mind. But the one great thing this game does have is four-player support. Most of the multiplayer modes are dull, but **Capture the Flag is an absolutely must-play.** Too bad there aren't more well thought-out modes or more tracks.

#### Shoe

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	5



**Publisher:** Electronic Arts  
**Developer:** Stormfront Studios  
**Featured in:** EGM #122  
**Players:** 1-2  
**Supports:** Rumble Pak, Memory Pak  
**Best Feature:** Selection of classic Hot Wheels  
**Worst Feature:** Track environments  
**Web Site:** www.ea.com



When I first heard about HWTR I thought it would be a Micro Machines/Circuit Breakers-inspired game. I imagined tracks and environments similar to the way we made 'em as kids—down the stairs, off the dresser, under chairs, etc. I also thought it would incorporate things like car wash, garages, those gauntlet-like rubber thruster things...anyway, to my disappointment the game doesn't take that approach. Think of it as a cross between San Francisco Rush and Battle Adventure Racing. The tracks are a mixture of traditional racing game fan-snow courses, deserts, etc., and old-school HW stuff: loops, crossovers and helix twists. So, essentially it's most of the cool things from the old sets laid out in fantasy land. Beyond the so-so environments, I really like the game. **The racing is fast and smooth and has that gut dropping, roller-coaster feel.** You perform mid-air stunts for extra turbos. Once that's done, it's a thrust-a-thon to the finish line. The AI is tuned for tight races but unfortunately two-player races aren't as exciting. Not by a mile if computer cars raced along as well. Being somewhat nostalgic, I also like the large selection of classic Hot Wheels. Fans of the little cars will definitely dig that. In the end, it's no Beekie Adventure Racing but it does have a simple charm. Younger gamers will really like it.

#### Dean

I cannot believe someone didn't do this earlier. I used to love playing with Hot Wheels cars when I was a youngin', and this game is the **culmination of childhood dreams of racing the ultimate track!** Just about the only thing missing from this game is a track editor (can't have everything, I guess). It stays true to the Hot Wheels license, with handloads of shortcuts, plenty of cars to choose from, and a wide variety of tracks make this soooo much fun.

#### Chris

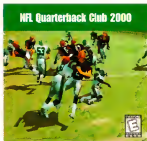
This game's track designers must have been working overtime, because the levels are the best thing here. Courses are crammed with corkscrews, loops, ramps, slopes—everything you'd include if you could build your own life-size Hot Wheels track. **The actual gameplay, however, needs help.** Although like the slant system, controls a bit flaky, it's too easy to turbo boost and accidentally and you spend most of the race backing into the track's sides.

#### Crispin

It's not the greatest racer ever, but it is strangely addictive thanks to the fact that it keeps the sense of competition alive throughout the races. You can move between last and first place within the space of a lap meaning that **the balance of power is continually shifting throughout each one-player race.** It's a shame that this sense of urgency isn't apparent in the multiplayer games. Like the slant system too, it's superfluous, but makes things fun.

#### John

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	7



**Publisher:** Acclaim  
**Developer:** Acclaim Studios-Austin  
**Featured in:** EGM #123  
**Players:** 1-4  
**Supports:** Rumble Pak, Controller Pak, Exp. Pak  
**Best Feature:** Good replays  
**Worst Feature:** Jerky frame-rate  
**Web Site:** www.acclaim.com



I have to give credit to Acclaim for trying to make QB Club 2000 smarter and more intuitive, but unfortunately it has backfired in a big way. First off, if you don't own an Expansion Pak forget about it. Without one the game moves painfully slow—even on low resolution. This alone is baffling, after all, why put so much emphasis on the graphics when the AI and gameplay are the neediest parts of the game? Making the title more interactive by user-controlled catching and thrower plays is not the answer either. To be fair the AI is better this year. You can't run with your quarterback nor can you speed-burst your way down field. The turbo was ditched in the name of realistic play. But sadly the improvements are totally eclipsed by the problems. The worst being the jerky frame-skipping animation, it's really hard to follow the action after the snap not to mention trying to complete a pass. **The view after the snap for passing plays is hideous as well.** Finally, there seems to be some bugs. Computer running backs will sometimes run out of bounds when faced with an open field. Also, switching to the man closest to the ball is often too slow or won't work at all. Could these be cheap ways to keep games close? Whatever the case may be, I can't recommend this game to anyone. I think the QB Club series has run its course.

#### Dean

This is NOT a club I'll be joining anyone soon. **There is no reason to buy this game given the quality of other football titles available on the N64 (including earlier versions of QBC).** This game's growth must have been limited shortly after the nice graphics were in place. Control is hoard and the frame-rate, even with the expansion pack, does not lend itself to fun football. The passing game is a cruel joke. Not recommended.

#### Dan

Wow. Somehow Acclaim managed to take last year's relatively decent QB Club 99 and totally ruin it. It's not even worth it for me to get into gameplay details here, because I can tell you right now—**there's NO way you want to buy this game.** The frame-rate, even with the Expansion Pak, and all detail levels turned off, SUCKS. It's like watching a slide show, it's so bad. There are several much better football games on the N64—steer clear of this turd.

#### John R

I honestly can't say I knew what was going on while I was playing. **The players look great... until the quarterback shouts hika.** The frame-rate is chippy and as soon I snapped the ball it was mass confusion. The gameplay doesn't differentiate between the running and passing plays, so I'd find myself sacked before I knew what hit me. The only positives are a pretty instant replay and a few good run animations. But that's obviously not enough.

#### Todd

VISUALS	SOUND	INGENUITY	REPLAY
4	4	3	1

# Vatical Made The Great Outdoors Portable

## GAME BOY COLOR



*Zebco Fishing! incorporates the latest Game Boy Color breakthroughs from realistic features for living fish to real voice playback so it is just like you are fishing with a buddy.*

- Eleven Lakes To Choose From & Two Different Lakes To Fish On
- Tournament And Blackjack Bass Fishing
- Land Old Nessie And You Too WW Become A Legend Of The Twin Lakes!

COMING SOON!!



*Now the thrill and excitement of Deer Hunter has come to the Color Game Boy! Practice sighting in your rifle, shotgun or bow at the range, or choose to hunt from a tree stand or the grass. Then, get ready to look in your sights on the largest rack in the woods. Or, beat all your buds and break out the blue orange, because with Deer Hunter, it's open season year 'round.*

*Key features: Choose your weapon - Rifle, Shotgun or Bow • Tools of the Trade - Deer call, Peltie, Bravocards, Cover Box, Attractant Scent • Track your Quarry - Go Ground, Tree Stand, Overhead Map • 4 Scenic Locations - Arkansas Autumn Woodlands, Colorado Alpine Forests, Indiana Winter, Target Range*

Copyright ©1998 Vatical Entertainment and its licensors. All rights reserved.  
Licensed by Nintendo, Nintendo, Game Boy, Game Boy Color and the Seal of Quality are registered trademarks of Nintendo of America Inc.

© 1998, 1999 Nintendo of America Inc.  
Activision Inc. PO Box #7713, Los Angeles, CA 90025

Activision is a registered trademark ©1998 Activision, Inc.  
Zebco Fishing is a trademark of Zebco, Inc. ©1991 Activision, Inc.

Zebco is a registered trademark of Zebco Corporation. ©1997 Zebco Corporation  
Deer Hunter is ©1997 Sunstorm Interactive, Inc. All Rights Reserved. Deer Hunter is a

trademark and WizardWorks is a registered trademark of the WizardWorks Group, Inc. All other trademarks are the property of their respective companies.

ACTIVISION

SUNSTORM  
INTERACTIVE

WizardWorks

VATICAL  
ENTERTAINMENT

# Jet Force Gemini



**Publisher:** Nintendo  
**Developer:** Rare  
**Featured In:** EGM #125  
**Players:** 1-6  
**Supports:** Rumble Pak  
**Best Feature:** Huge levels, fun to play  
**Worst Feature:** Learning curve on the control  
**Web Site:** www.nintendo.com



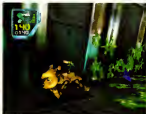
Rare has a reputation for making games with deep gameplay. Jet Force Gemini is no different. Over the time the company spent developing Jet Force, it's changed the game a few times, thankfully landing on a much more mature design for Juno and Vela (Lupus was always pretty cool). If you've used the control of first-person shooters (especially Turko), you'll feel right at home with Jet Force's control. Some of the environments in the game look fantastic, but sometimes the games gets choppy when there are hordes of enemies on the screen. Oddly, it doesn't support the Rumble Pak, and we have to question whether or not it would have solved the problem of the frame rate or if it could have made some of these stunning visuals even better. But if it's one thing Rare does really well, it's creating a movie-like atmosphere using the in-game engine. While FMV does the trick for



**You'll meet some of the biggest, baddest and meanest bugs in the galaxy as you navigate through Jet Force's huge levels.**

some games, it makes the game feel more cohesive if the characters you see in cinematics look like the characters you're controlling in-game. The game itself feels sort've like what a new Metroid game would be like if it was put into 3-D and very reminiscent feels (gameplay-wise) like a deep 8- or 16-bit game. And while you can't complain about mini-games, there seems to be an awful lot in here. As far as multiplayer goes, it delivers tons of options—all of which you have to unlock by going through the game in one-player. Even though it's got all these options, we didn't feel that the multiplayer was as strong as it could have been. Almost as if it would have been better had Rare spent more time developing or tweaking those levels. Probably the best part about Jet Force is the absolutely excellent bosses (Mizar's minions are some tough lookin' customers), and the fact that you'll be playing this game weeks after you've bought it...hmm, just in time for Perfect Dark.

After vaporizing a string of bug enemies, they'll leave a trail of green goo. There's even one bug enemy you'll run into that likes to feast on the remains of those bugs you've smacked down.



Jet Force is the only first-person shooter on a console that I have ever had fun playing. It's not entirely an FPS—it's a mix of third-and-true 3D platform-style and FPS gameplay. You switch control schemes from a third-person to pseudo first-person view for blasting baddies. It takes a while to get used to, especially if you don't play many for in my case, any) first-person shooters. There's no way to customize the control ether, and I wished there was a way to get the crosshairs to move a tad slower in first-person mode—the analog's a bit too touchy. It's fine for the one-player game, but multiplayer is missing something. One other gripe about the analog is that you can't stop on a dime. If you release the analog stick while walking your character will keep moving for a few steps. If you're on the edge of a platform, this means certain death. Graphics and music in Jet Force's cinematics give you the feeling that you're playing an epic adventure. The frame-rate suffers for the more enemies there are on screen, which can lead to some confusing moments. There's so much to do and interact with in this game. As you progress you unlock secrets and extra games that boost the replay a lot. And don't be fooled—this isn't a short game. It'll take you many hours to navigate through all the levels with all these characters.

**Chris**

Jet Force Gemini is like a admission of every bad Rare habit and then some. That's not to say JFG is a bad game, not at all. In fact, JFG is highly ambitious and quite polished too. The only problem is, it feels like a generic 3D platform shooter. The dopey character designs don't help much to establish personality and the story is pretty much throwaway. You end up just wanting to go some insects, or play death-match with your friends. Cute and gory.

**Che**

JFG doesn't have the kind of impact you expect from a Rare game...at first. But after some play time, it's easy to see what separates JFG from others. It has robust gameplay, a multiplayer mode jam-packed with stuff and the best soundtrack on the N64 to date (next to GoldenEye, of course). JFG isn't without flaws though. The lack of variety in enemy types, a flaky camera and unimpressive control can get annoying. Still, it's another Rare gem.

**Shawn**

When Rare's in charge of a project, you just know it won't be something small and insignificant. This action/adventure game is humorous, with lots to see and do. And while things may get intimidating at times (especially with the super-tough life bosses), you'll never feel overwhelmed. Bay this game for the single-player experience, but don't expect much multiplayer-wise, even with a myriad of options, multiplayer JFG is really boring after a few sessions.

**Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8





# Juggernaut

Get ready for a roller coaster ride through Hell. **Juggernaut** will take you on a journey through time and space that could prove to be the most frightening and puzzling experience ever on a video game. Demonic possession, murder, and ghostly vendettas are some of the terrors that you will be forced to confront as you make your way through this 3 disc epic of horror. If your nerves and your intellect are good enough, **Juggernaut** will amply reward those who accept the challenge of this trip through dementia.



[www.jaleco.com](http://www.jaleco.com)

JUGGERNAUT © 1998 W&T Worldwide. Presented by Jaleco USA. Jaleco and the Jaleco logo are registered trademarks of Jaleco Ltd. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

JALECO®



## Winback: Covert Operations



Although Winback doesn't need you to be as sneaky as you have to be in something like Metal Gear Solid, it has plenty of opportunities for crawling around and hiding, and then jumping out and shooting.



I'm a Winback fan from way back, so I feel privileged to have seen how far the game has come. Winback is really something. I love sneaking around, leaning against stuff until the time is right and then jumping out to shoot a terrorist in the gut. But that's not all the graphically impressive Winback offers. Levels are designed well and offer a lot of cool gameplay elements. Checkpoints are placed in such a way that makes the game challenging but not tedious. The game throws a fair number of enemies at you, many of which are pretty smart (though not genius). The game is also fairly non-linear in some parts, offering multiple paths in a given situation. And lastly, Winback has plenty to offer by way of multiplayer modes—most of which are quite enjoyable (though none weapons would've been appreciated). But of course Winback isn't perfect. First off, the game's camera needs some work. Keeping an eye on your surroundings is key since you don't want to be seen by the enemy. All too often it gets screwed up for a second or two, which leaves you wide open to attacks. There's also puzzle bits that are prefaced by a quick flyby of the scene. This sounds cool but in doing this, the solution to the puzzle is usually revealed. This is bad! Nonetheless, Winback is very entertaining and that's what counts.

**Shawn**

Winback is much more impressive than I thought it'd be. The graphics are really detailed, and the levels are interesting to work your way through. I'm not a big fan of the characters or the story line, but neither of these things really keep the game from being enjoyable. I agree with Shawn on the camera though—it really does need some work. I had the most fun with the multiplayer stuff, especially the Deathmatch and the Team Battle modes.

**Chris**

Winback is a little Metal Gear and a lot of Syphon Filter. Sneaking around and picking off badies is a lot of fun. The controls take a little getting used to but they definitely work, especially for this type of game. If you like popping off a shot, ducking back behind the wall, respawning, then creeping around and sneaking off another couple shots, this game is definitely for you. The multiplayer modes are hit or miss with me but I really like deathmatch modes.

**Chic**

It's weird, but Winback has almost as much in common with something like Virtua Cop as it does with Syphon Filter. Beneath the stealthy adventure facade, this is actually quite a simple shooter with lots of overly scripted sequences, but it's all carried off with enough panache to make it very atmospheric. The sneaking around and picking out around corners will make you feel like Mel Gibson, but the story here is a bit on the lame side.

**John**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	8	8

**Publisher:** Koei  
**Developer:** Omega Force  
**Featured in:** EGM #222  
**Players:** 1-4  
**Supports:** Rumble Pak, Controller Pak  
**Best Feature:** Doing covert operations  
**Worst Feature:** Camera  
**Web Site:** www.koelgames.com



There's nothing quite like running around, hiding behind a crate and then jumping out '70s cop-show style to take down an enemy with a few shots from your pistol. Winback is filled to the rim with strangely satisfying stuff like this. To give you a little history lesson, Winback was supposed to come out well over a year ago. Right before its original release, Nintendo took interest and suggested it be taken back to the drawing board for some tweaks. They saw something special in Omega Force's game, and now that we've had some in-depth playing time we feel the same way. It will provide a great deal of fun—both in the action movie-esque one-player mode, and to a lesser extent in the variety of multiplayer modes. You control Jean-Luc who must stop a group of terrorists from using a satellite to blow up stuff around the world. And although the story line is a bit shaky in parts,



Many levels take place inside a giant scientific-type complex. And it's filled with plenty of boxes and stuff to hide behind.

It's very entertaining. As you make your way through the game's 30 or so stages, there's a lot of leaning against walls waiting for the right opportunity to jump out and start shooting. This sort of thing just never gets old. Characters are animated flawlessly, levels are designed extremely well (although the multiplayer ones tend to be on the small side) and the graphics are very pleasing to the eye. The game is filled with tons of action in the form of flying bullets and lots of tumbling and scripted cinematics which explain the story through cheesy but informative dialogue (character development in these parts is often cut short by an untimely shooting of one of your team members though). There's also a bunch of simple but effective puzzles to keep things interesting. Sure, Winback has some problems—like its flaky camera, fairly easy bosses, lack of weapon types, and AI that can be a little slow at times—but overall it's put together well, and definitely one to purchase.



**Missing an Issue?****Order Back Issues of:**

# Electronic Gaming Monthly



Issues Not Listed are Also Available!

**ELECTRONIC GAMING MONTHLY****How to Order**

<b>Where?</b>	Ziff Davis Inc., Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338
<b>How?</b>	Check or Money order only (in U.S. funds) made out to: ZD Inc.
<b>Package and Shipping?</b>	\$3 for each magazine (\$3 Canada and Mexico, \$5 foreign)
<b>What else?</b>	Prices and availability subject to change without notice. Thanks!



## Rayman 2 The Great Escape



**Publisher:** Ubi Soft  
**Developer:** Ubi Soft  
**Featured In:** EGM #154  
**Players:** 1  
**Supports:** Controller Pak, Expansion Pak  
**Best Feature:** Lush graphics, tight control  
**Most Feature:** Music could be better  
**Web Site:** www.ubisoft.com



The amount of time Ubi Soft has taken to develop the N64 version of Rayman 2 was well-spent. This has got to be the **most detailed and lush game on the N64 ever**. More so than even Rave's best attempts. Even in low-detail and low-resolution, it looks great (though fuzzy in low res). The controls are very tight and the difficulty is well-adjusted so that anyone can pick up and play right away. But perhaps my favorite feature of the game is the use of 2 targeting. This keeps the enemy you're attacking in your view at all times so you can dodge attacks quickly without having to worry about where the camera is positioned. It's been in a few games now and it makes so much sense that it's a shame more 3D action platform games don't have it. The action starts up right where Rayman 1 left off, and there's just about every kind of level a 3D action platform fan could ask for, too—Waterskiing, flying, sliding through tubes, and piggy-back rides on top of a missile with legs. Cinema scenes are done with the in-game engine and will make you laugh all the way. The music's nice, but more to fill the game's ambience than make their way into your head so you're humming them all day long. While we haven't heard much from Rayman in the past few years, it's nice to see that his return has been done the right way.

**Chris**

This game has "**elooper hit**" written all over it. Rayman 2 is more fun than Tom Clancy and looks better than Mario. In fact, with the Expansion Pak in place, this thing pumps visuals that had some office passerby asking if I was playing a Demonic 16-Biter 3D. Rayman 2 offers plenty of gameplay variety, excellent control and fantastic level design. It's not quite as fun as my favorite 3D adventure game, Rave-Kamolie, but it's close.

**Crispin**

Five years is a long time to wait for a sequel, but I think that Ubi Soft has **shocked us all with the quality of Rayman 2**. Graphically it's on a par with some of the Rave games (especially with the expansion pak) and the gameplay is sprinkled with cool ideas and quirky humor to keep you interested. The 2 targeting system is a welcome feature too, making this one of the easiest to control 3D platformers around at the moment.

**John**

Rayman 2 is **surprisingly awesome**. I figured it'd be another uninspired 3D action/adventure. It was very wrong. There are a ton of innovative and fun mini-games and gameplay elements in each of the levels, and the graphics are some of the best I've seen on the N64 to date (with the Rave Pak). And get this: The controller camera doesn't get all the touchy-feel most 3D games. It's obvious a lot of work has gone into this title, and it really shows when playing.

**Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
10	8	8	8

## Road Rash 64



**Publisher:** THQ  
**Developer:** Pacific Coast PowerLight  
**Featured In:** EGM #154  
**Players:** 1-4  
**Supports:** Rumble Pak, Controller Pak, Exp. Pak  
**Best Feature:** Cool combat  
**Most Feature:** Simple graphics  
**Web Site:** www.thq.com



Like pretty much everyone I have fond memories of Road Rash. It's one of those franchises that's kind of lost its charm a bit over the years—but back in the day, on 3DO, it ruled. Oddly, it's taken a very long time for it to arrive on the N64, and it's interesting to see that the focus of the gameplay has shifted away from what we see on the PlayStation. While EA has gradually evolved it into more of a straight racing game, THQ has chosen to focus more on the combat and gang-warfare elements. **The race itself seems almost superficial as you batter your opponent with a range of oversized weapons...** and as a 'quick fat' game it's actually quite fun. Prolonged exposure to it though reveals that it just doesn't develop as quickly as you'd like. Sure, you earn money to buy better bikes, and you get the opportunity to join one of the gangs (so only half of the pack is trying to kick your ass) but it doesn't seem rewarding enough. The tracks are pretty dull too. There's hardly any attempt at providing alternate routes, and the whole thing almost feels 'on rails.' As a multiplayer game it suffers too. Many of the 'arenas' are far too limited, and if four of you play you can hardly see what's going on half of the time. It's just not fun. The music's pretty cool though...the first time you hear it, you'll double check it's a cart and not a CD.

**John**

This feels like Road Rash Lite to me, especially when compared to previous versions (3DO in particular). The sensation of speed is pretty low and the graphics are bland. **On top of that, the animation looks totally godawful.** Multiplayer redeems the game somewhat—four-player road battles are good for a laugh. Unfortunately it's not entertaining enough to warrant a purchase. I can only recommend Road Rash 64 as a party night rental.

**Dean**

It's not terribly exciting, and it's very grumpy and blurry. **Nothing that Road Rash 64 possesses will excite you—let alone the four-player mode can save this game's face.** All of the multiplayer modes are boring, because you don't see (and therefore, don't fight) your human opponents that often...even on tracks designed for maximum confrontation. The plain, default race mode is the most fun, and even that isn't anything to write home about.

**Shoe**

I don't really mind that Road Rash 64 looks so godawful. The sparse visuals allow more bikes on screen, and RRA6 does a **good job of sticking lots of bad guys on the road with you while maintaining a decent frame rate.** The one-player game delivers a less insane thrill, even if control seems a bit out-of-control at times (especially when you pop major air or have to make a sharp turn). None of the multiplayer modes held my interest, though.

**Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
4	7	4	5

## Demolition Racer



**Publisher:** Infogrames  
**Developer:** The Pitbull Syndicate  
**Featured In:** EGM #151  
**Players:** 1-2  
**Supports:** Dual Shock, Analog  
**Best Feature:** Speedy frame-rate  
**Most Feature:** Showhow gameplay  
**Web Site:** www.infogames.net



Previous attempts at combining racing and wrecking have all turned out mediocre experiences. Anyone remember the racing mode in Destruction Derby? I didn't think so. Somehow, Demolition Racer manages to integrate offensive driving with the thrill of seeing that checkered flag. The game is set up so that you absolutely have to ram other cars in order to win; this gives you plenty of goals to think about as you zip around the track. Since winners are determined on a point system, you'll lose even if you come in first but fail to score by nailing other cars. This concept is the game's biggest strength, but it also calls attention to some of Demolition Racer's weaknesses. The biggest problem is the game's inconsistent collision detection. Sometimes, you'll hit a car square on but there's no reward; other times, you'll accidentally cause a nasty pileup and get points you never knew you scored. This sort of frustration coupled with the fact that there are **major camera bugs causes Demolition Racer to cost of goodness**. These camera bugs plague the game throughout each race. When you're hit hard, the camera tends to automatically change views as if the impact somehow jared your PlayStation controller. It doesn't render the game unplayable, but it's distracting as hell. A little polish would have gone a long way here.

**Chc**

I love cars, I love racing games...but I don't normally dig the whole demolition derby thing. That said, **DR actually endeared itself to me a little after a while.** The large courses give you plenty of room for action, and everything feels very fast-paced. As for multiplayer modes, there's an admirable spread, but the one that's the most fun is actually the simplest (Last Man Standing). It brought back memories of the Paygress game from four years ago.

**John**

How do you spice up something as straightforward and simple as demolition derby racing? Add a stylized scoring system and cleverly placed power-ups, that's how. **Demolition Racer is more exciting than any of the Destruction Derby games** because you have flashy scores jumping at you everytime you do something cool, like smashing some hot rodder up against a concrete wall. Two-player, however, is glitchy and has too much pop-up.

**Shoe**

I dig this game mostly because the destruction/racing balance is just right. You can't win races unless you inflict the proper amount of damage and vice versa. Control is quite natural using the analog sticks. **It's on par with Rave in that regard (not quite at night).** Overall, DR's not spectacular but it provides a fair amount of good games. Two-player has one cool mode—Last Man Standing; the others are so-so. Take a look at DR if you like good destruction.

**Dean**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6

# On Sale Now

THE COMPLETE GUIDE TO DREAMCAST

## The Ultimate Guide To Dreamcast



Huge Strategy Guides!



SEGA DOES NOT ENDORSE, SPONSOR, NOR OTHERWISE AUTHORIZE THIS MAGAZINE

## Are You Missing Something?



## How To Order: ✓ Check Your Mag

Simply check off which magazines you want and send in the order form (photocopies accepted) along with a check made payable to Ziff Davis, Inc. for the amount indicated for each magazine plus shipping and handling—add \$3 for U.S., \$3 for Canada and \$5 for foreign orders—in U.S. funds only for each magazine! Orders should be mailed to: Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338. Price and availability subject to change without notice.

# Final Fantasy Anthology



Remember the opera scene in the SNES FFIII? Here's a tiny bit of FMV tribute to that unforgettable gaming moment.



For a moment, forget the polygons, fancy lighting effects and 30-minute long summoning spells. Let's go back to the old school, where you'll splendor took a back seat to awesome gameplay, let's go back to Final Fantasy V and VI, the two best games in the series. Now, if you're so keen on graphics that you can't enjoy games that don't look good (you know who you are), you won't dig these two. They're 16-bit games, and outside of the new CG scenes, they still look it. But if you don't mind the retro look, **PLEASE check out these two epic RPGs.** Most of you already know FFV (FFII) kids enough as an own. The characters are fantastic with their unique skills and powers, and the music, story line and just about everything else are unforgettable. But what about FFV, that legendary Super Famicom RPG you always heard about but never got to play? FFV is most Final Fantasy aficionados' favorite chapter for this one reason: the fantastic job system. This engine gives you unprecedented control over what your characters turn out to be. You can create Geomancers, Thieves, Monks, Ninjas, Knights, Time Mages, Hunters, Chemists and so on and so on...and you can combine different abilities with these jobs for even more customizable goodness! These two games are two of the best. Give them a try if you haven't already. **Shoe**

Final Fantasy Anthology is the perfect package for those that missed the train nearly a decade ago. With people's interest in FF at an all-time peak, it makes a lot of sense for Square to release a retrospective at this point. I'm not sure why the U.S. Anthology has a soundtrack instead of FFV, but you need to buy this game just to get FFV, a game many still insist is the best of the series. You have got to see these gorgeous FMV sequences. **Yumi**

RPG fans awarded on Final Fantasy III and FFVIII may look at these "old games" crude visuals and wonder what all the fuss is about. Trust me: **These classics are every bit as enjoyable as the new stuff.** FFV stands out for its rich variety of characters and rewarding story. FFVI is worth playing just for its deep character-development system. In no other game have I had this much fun building my characters and savoring their abilities. **Crispin**

When the new CG opening to Final Fantasy VI came on, my heart began beating faster, and memories of the 60+ hours I spent on that game a few years ago returned. Although both games have some **lead time** and there's **slight slowdown** not in the originals, they're still as fun to play today as they were all those years ago. I'd never played FFV, but it's nice to have an English version of it to play through. A great collection and a must-buy for true fans. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
4	8	9	7

**Publisher:** Square Electronic Arts  
**Developer:** Square Soft  
**Featured In:** EGM #200  
**Players:** 1-2  
**Supports:** None  
**Best Feature:** Finally...Final Fantasy V!  
**Worst Feature:** No Final Fantasy IV (U.S. #)  
**Web Site:** www.squaresoft.com



**Above:** The spell effects look a bit primitive compared to those seen in FFVII and FFVIII, but hey, at least these won't drive you to the asylum after watching them 50 times in a row.



**F**irst, let's get this out of the way: Final Fantasy Anthology is a compilation of Final Fantasy V (a Super Famicom game that was never brought over to the U.S.), Final Fantasy VI (seen here on the Super Nintendo as Final Fantasy III) and a music CD with tunes from both titles. Final Fantasy IV (seen in the U.S. as Final Fantasy II on the SNES) isn't being rereleased here (see issue #120 to see why), even though it was brought out for the PS in the Japanese Final Fantasy Collection.

Are you confused? Well dummy, it's not that hard to figure out, but just realize this: Final Fantasy V is considered by many, including many EGM staffers, to be the finest chapter in the series, and Final Fantasy VI is considered by many to be the second finest chapter in the series (as FFIII, it ranked #9 on our Top 100 Best Games of All Time list, EGM #100).

The two games in this anthology are faithful



ports of the 16-bit classics, with a few new features like full-motion video and an art gallery (for FFVI). But don't be under the impression that these are two crusty games that can't hold their own against the polygon might of FFVII or FFVIII. Each of these titles has a unique game system used for developing characters. FFV has the infamous "Job System" (seen in a different form in Final Fantasy Tactics) that allows you to customize your party completely. In fact, the four reviewers all ended up with different character classes (all with different skills) by the end of the game (this is rather common with FFV...every one ends up developing his or her own people differently). FFVI takes a different approach with totally individual characters who each have radically different skills (from Sabin's Street Fighter-style moves to Setzer's Slot Machine attacks) which you do not customize. Either way, it's a helluva lot of fun.

*"Because we don't want your kids shootin' in their games,  
if you don't want your kids shootin' in their games."*



**EARLY CHILDHOOD RATING:** Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.



**EVERYONE RATING:** The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.



**TEEN RATING:** Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.



**MATURE RATING:** These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.



**ADULTS ONLY RATING:** The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

**ESRB Rating System: [www.esrb.com](http://www.esrb.com)**





**Publisher:** 989 Studios  
**Developer:** Pacific Power & Light  
**Featured In:** EGM #22  
**Players:** 1-2  
**Supports:** Analog, Dual Shock  
**Best Feature:** Speed (in some instances)  
**Overall Stagnancy:** None  
**Web Site:** www.989studios.com



Jet Moto 3 is fast. Really fast. So fast in fact, it takes away from the game in some spots. Granted you can get the hang of this speed and basically control your hover bike OK, but it still gets to be ridiculous—especially in the two-player mode. It's almost like to much speed is being milked from the rest of the game, the overall title suffers. First, JM3 has a general sloppy look about it. There are polygon seams tearing here and there, strange glitchy-looking graphics in places and awkward crash animations and cinematics. Next, the physics are a bit too out of this world for me. Sure, this is to be expected from a fictional racer like JM3, but I just don't like how easy it is to get all flipped around. Thankfully the camera doesn't follow too close when you're like this, and you can use your analog to bring you back down to earth. Of course, **Jet Moto 3 isn't a complete waste of a compact disc either.** It provides the classic Jet Moto feel with a good deal of race modes, and new courses with interesting designs (later tracks tend to be more confusing than fun though). The game has some big-name sponsors like Coca-Cola, Mountain Dew and Slim Jim as well. But who cares—FDI rather have creative, imaginary sponsors like the ones in WipeOut 3. Overall, Jet Moto 3 is a flashy racer with a lot of speed, but not much else.

**Shawn**

I've never played the previous Jet Moto games for more than five minutes (just not interested in them), and the third game didn't draw me in any more than those that came before it. Graphics are very plain and repetitive texture-wise, and sometimes it's really hard to tell which way to go is the right way. When it seems like there'd be shortcuts, there aren't. It's faster than the first two games and has a lot to offer fans of the series, but I'll pass.

**Chris**

Although JM3 manages to capture the feel of the previous two games pretty well, it's spoiled by being a little too ambitious on the speed front. Although I wasn't wincing like poor Shawn I did think that the pace ruled the whole thing. It didn't particularly help the graphics either—there are some particularly nasty polygon problems with textures warping and tearing. If you want high-speed futuristic stuff, maybe go with WipeOut 3 instead.

**John**

What is this—Wave Race on crack? Holy cow it's fast—but not necessarily a good fast, if that makes sense. The environments can't support the speeds these little pups are capable of. Hell the time you're shooting up the side of a mountain or diving head first into a lava pit...two-player only magnifies the problem due to the limited viewing arc. Also, in-game advertising is an unneeded addition; Jet Moto fans should rent this, otherwise beware.

**Dean**

VISUALS SOUND INGENUITY REPLAY

5 6 5 4



**Publisher:** Electronic Arts  
**Developer:** Electronic Arts  
**Featured In:** EGM #22  
**Players:** 1-8  
**Supports:** Analog, Dual Shock, MultiTap  
**Best Feature:** Big Hit button  
**Worst Feature:** Fighting  
**Web Site:** www.easports.com



I'll start off by saying that EA's NHL franchise can be held accountable for the lost hours of my youth. Now on the cusp of a new millennium NHL 2000 must crawl from beneath the shadow of NHL 99, my favorite game of all time. How EA still has to compete with a lesser system after all this time escapes me, but they've made some outstanding strides and came up with a game that even the most hardcore, never leave the basement types, will love. The addition of a big hit button offers up an outstanding amount of power, checking with intent to decapitate. Refs allow a little fisticuffs after the play, so you can deal a cross check once the whistle blows. Players make great efforts to stay onside, so you can keep the rules and have fun. My favorite new features are wonderful goalie animations that include stanking pads and useful diving, and an All-Star mode that isn't based on the computer cheating by clutching and grabbing. Players do accelerate too fast and brake too quickly. It causes the skating to feel jerky and sometimes out of control. Fighting looks silly, and backhanders are unrealistically weak and floppy. In the worthwhile franchise mode there is a draft, a free-agent signing period, and stats stay realistic and competitive no matter how much you score. And Propper's cover boy! **A great game.**

**Todd**

It's close, but I have to score NHL slightly higher than FaceOff this year. The subtle things make the difference for me. I really like the Big Hit—it's a great way to level your opponent. Game speed and animation are a notch higher than last year as well. While the physics are not as realistic as those in FaceOff, it feels pretty good. The announcing, replays and TV-style presentation are spot-on as well. Both games are solid but NHL is just a bit tighter overall.

**Dean**

NHL 99 was a major disappointment because of its choppy frame-rate, but this year the problem has been eradicated. As a result, NHL 2000 is awesome. The action is fast-paced and frantic (just like hockey should be), and the opponent AI is fantastic. The new moves are pretty cool (particularly the deke), though the controls feel a wee bit less responsive than FaceOff's. While both games are really good this year, sim fans will probably prefer NHL.

**John R.**

This game falls a little short of being perfect. Unfortunately, the area it falls short in is one of the most important—control. Players still loop in odd patterns instead of going exactly where you direct them. Overall, action on the ice is fast and responsive. Great graphics and checking animations add to the package. **Minor features (big hit and deke button) are implemented well, and franchise mode delivers great depth to the series.**

**Dean**

VISUALS SOUND INGENUITY REPLAY

6 8 8 9



**Publisher:** 989 Sports  
**Developer:** 989 Sports  
**Featured In:** EGM #22  
**Players:** 1-8  
**Supports:** Analog, Dual Shock, MultiTap  
**Best Feature:** Fast gameplay, great atmosphere  
**Worst Feature:** Too easy on Rookie and Veteran  
**Web Site:** www.989sports.com



I've never been a huge fan of the FaceOff series, mainly because the games have been plagued with shoddy AI and practically nonexistent atmosphere. I came into FaceOff 2000 expecting the worst, but—to my surprise—I came away mighty impressed. FaceOff 2000 offers significant improvements over its predecessors, most notably in the two ever-so-important areas mentioned above. The crowd comes to life big-time in FaceOff 2000, making for a much more exciting game experience, and the AI—while still not perfect (it's easy to exploit holes in the goalie AI in Rookie and Veteran difficulty levels)—is majorly improved. As usual, **gameplay is lightning-fast and smooth** as well, and this time the controls are superb as well. In fact, the movement seems even more precise than in NHL 2000, though you don't have nearly as many options while on the ice (no deke, no dive...not even a poke-check button). The interface has been improved as well, and is much more intuitive this year (the last two FOs had ugly, cumbersome menus that were a pain to navigate). Any problems? The play-by-play, while also majorly improved, still pales compared to EA's...and the replays are annoyingly choppy. Otherwise, I have little to complain about. Even though I slightly prefer NHL I did give the sim stuff, I still highly recommend FaceOff 2000.

**John R**

When I first started playing FaceOff 2000, I knew I was investing my time in a solid game. The physics of the game are accurate to the NHL, skating is tight and players stop and turn according to their skating speed. Goalie animations don't irritate me, but I love when they lay on their back with the puck under their teeth. Shots are accurate to what remember you're shooting at. But ultimately, the lack of depth (no franchise mode) hurts the game.

**Todd**

To make plays in hockey, you've got to have control. FaceOff 2000 delivers with smooth, silky skating physics which should delight any true fan of the sport. Gameplay speed (matched up 25 percent from the default setting) is dead-on, with a nice balance between odd-man rushes and controlled-puck movement. Other excellent features include multiplayer season mode and unimpaired shot control. Overall presentation is not super-slick, but adequate.

**Dan**

Wow, this series is really on track now. They've smoothed out the frame-rate and animation to the point of perfection. The physics are actually closer to the target than those in NHL 2000 (surprising). The players don't unrealistically stop on a dime or accelerate and turn too wildly. It all looks very nice. A couple things I'm not crazy about—the sound, especially the commentary, seems layered. Also, where's the Franchise Mode? Otherwise it's great.

**Dean**

VISUALS SOUND INGENUITY REPLAY

9 7 7 8

# Exercise your muscle to EXORCISE their souls

## SOUL FIGHTER

魂

An evil curse has fallen on the kingdom of Goma, turning its inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.

### GAME FEATURES:

- ▶ Single player 3D fantasy combat
- ▶ Choice of 3 heroes, each with their own set of weapons and fighting style
- ▶ Explore 5 huge worlds and battle over 40 unusual and powerful enemies
- ▶ Attempt to defeat 5 mentally fierce Bosses



Your enemies will stalk, attack in groups and summon reinforcements, watch out!

Use 1st person perspective for long-distance weapons



Execute combo attacks for more effective fighting



www.redbox.com

©2004 Redbox, Inc. All Rights Reserved. Sega, Dreamcast, and Soul Fighter are trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners. This software is not to be distributed other than through Sega Enterprises, Ltd.

Sega Dreamcast



## Star Wars Episode One: The Phantom Menace



**Publisher:** LucasArts  
**Developer:** Big Ape  
**Featured In:** EGM #158  
**Players:** 1  
**Supports:** Dual Shock, Analog  
**Best Feature:** Fantastic sound  
**Worst Feature:** Top-down view is obstructive  
**Web Site:** www.lucasarts.com



## Test Drive Off-Road 3



**Publisher:** Infogrames  
**Developer:** Infogrames North America  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** Dual Shock, Analog  
**Best Feature:** Licensed vehicles  
**Worst Feature:** Squishy vehicle control  
**Web Site:** www.infogames.net



## Thousand Arms



**Publisher:** Atlas  
**Developer:** Red  
**Featured In:** EGM #129  
**Players:** 1  
**Supports:** Dual Shock  
**Best Feature:** Going on dates  
**Worst Feature:** Combat is tedious and plentiful  
**Web Site:** www.atlisc.com



It's always particularly disappointing when a Star Wars game fails to meet the standards that you think it should. Sure, *The Phantom Menace* has some gorgeous graphics, awesome sound...and even a copy of the music video included on the disc (Of a little grainy), but it suffers from numerous tiny riddles that ruin it. First, there's the sort of top-down view, something that makes you feel like you're wandering around looking at your feet all the time. You can never see very far in front of you, and there is nothing on screen to give you any sense of direction...something that's especially annoying in the less action-oriented "adventure" sequences. Speaking of those sequences, the fact that key game-play points are fixed to conversation set-pieces is irritating too. You know you have to find Anakin in Mos Espa, but if you haven't had the right chat with the right person, he doesn't appear. It makes sense, but the way the game guides you...it feels very clumsy. There's some overly sensitive controls that make the "platform game" bits unnecessarily challenging and you have something akin to JarJar on the annoy-a-meter. If you battle on it, follows the movie in a satisfactory manner, but it incorporates you so often that you might give up halfway through. After all, you know what happens at the end. **John**

As a big fan of the Rick, I can overlook most of this game's flaws, except for one biggie—the poor control. Jumping from platform to platform is more than a chore; it's annoying, falling forces you to loop back through terrain you already covered. The game does look nice, and the voice acting is well done (the voices for JarJar and Watto were done by the same actors from the film). Deflecting lasers with your laser is the best thing about this game. **Crispin**

I agree with John that Episode One lacks that special something you expect from a game based on such an incredible universe, but it's still cool walking around and kicking ass as Jedi. But let's step back a bit and pretend the thing isn't associated with Star Wars—that it's just some generic action/adventure game. As such, it's only average. It has decent game-play and incredible music and dialogue but not much else. Some levels are pretty tedious. **Shawn**

TPM wasn't as bad as I had expected (the PC version was pinned while hot), but that's not saying a whole lot. Doing an action/adventure based on the movie can be tricky. To make the game playable and lengthy, they had to tweak with the flow of events. This automatically backfires because nobody wants scenarios that aren't in the movie. Plus, you can't change views so the top-down camera position can be obstructive at all the wrong times. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	8	5	4

Beyond Rally Cross 2, there hasn't been many off-road racing games that pull off the physics and speed of the real thing. *4x4* fans will enjoy the vast amount of licensed rigs in *TDOR 3* but may find the game lacking in real excitement once they rip into it. Last year we complained the tracks in *TDOR 2* were overly long and too mundane. This year they're still long but they're filled with hills, steep climbs and rocky terrain galore. Beely stuff like that is great but there's a problem: **The vehicles are so spunky with oversteer, keeping them under control is tough.** The lag in the steering is detrimental to tight control. It's probably more realistic this way but to me it's not as fun to play. How does this affect the game? Two-player races are less speed and excitement and more an exercise in staying concentration. You spend more time trying to lay on course than overtaking your opponent. Single-player games suffer from the same thing only to a lesser degree. On the other hand, if you're into the nuances of *4x4*, you may like the game. It's more about learning how to traverse the obstacles and finding the right line up a mountain than flat-out racing. Unfortunately I have no patience for that style of driving game. For me *TDOR 3* needs more speed and tighter control. Give it a rent if you're a *4x4* enthusiast. **Dean**

If you intend on buying this one for fun two-player racing...don't. The frame-rate flows. But as a one-player game, **Test Drive Off-Road 3 isn't that bad.** It has its share of well-designed stages (on top of some very uninspiring ones). The racing itself has some nice interaction to it (like having to rapidly press the accelerator to climb steep surfaces), making for a more interesting racing experience. Customizing cars before races is pretty cool as well. **Shoe**

Off Road 3 packs cool vehicles and better tracks than last year's model, but it just never delivered enough white-knuckled thrills to get me excited. Opposing racers often keep their distances I felt like I was alone on the course half the time. Vehicle upgrades didn't boost performance as much as I'd like. The tracks are varied and well-designed (I really like the Nilly parts), but control takes getting used to. This is a competent racer, if a little less than thrilling. **Crispin**

I like a good off-road racing game but *TDOR 3* has some undesirable elements. For example, why play up the real-time appeal of the trucks when the tracks are obviously too extreme to be driven by any real vehicle. It'd be better if they were beefier or the tracks toned-down somewhat. **Even on the easier courses it's hard to control most of the 4x4s.** They bounce around and spin out a bit too much for me. Two-player isn't bad though. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	6

After weeks of *Final Fantasy VIII* immersion, I looked forward to playing *Thousand Arms*. It would practically be an RPG vacation, with TA being only two discs and almost self-indulgent in its anime presentation. Well, I was only half-right. Don't let the saucer eyes and cute SD characters fool you, TA gets to be a pretty tough game. All my complaints about this game center around how combat is handled. While I like the stylized 2D sprites, I'm lakeworn on just about everything else. You can have up to three members in your party, but only the character in the front row can fight. Characters in the back are relegated to supporting roles (using items, casting spells, taunting), but will step into the fight once the front row is defeated. You'll get over the tedium of one-on-one combat after building up your repertoire of spells, but too bad the system has this sort of self-imposed limitation. Oh, and I hope you like random encounters because this is one of those "every five steps you fight" RPGs. The saving grace of TA is the dating aspect. To gain new spells, stronger weapons and cuter chicks, you'll need to woo the women. There's not much in the way of a compelling story line, but the characters are likeable even if I don't empathize with them. **TA is a unique RPG, and one that should be experienced—at least once.** **Chris**

Red must have "read" my mind while creating *Thousand Arms*, because I really enjoyed it. The graphics are crisp and clean, and combat is straightforward. The dating aspect sort of reminds me of *Sakura Taisen*, but there's a lot more emphasis put onto the dating aspect. **One problem I had with the script is that the girls' responses are flakey and arbitrary.** It makes a lot of it a huge guessing game. Hmm. A lot of like real life. **Chris**

Innovative, beautiful and annoying. That's what *Thousand Arms* is all about. It's like nothing you've played before (well, the dating thing is reminiscent of *Azure Dreams*), so it's worth checking out. The music, art and graphics are all breathtaking. Problem is, **this game can drive you a wee bit nuts** with boring battles (that get a little more interesting as you progress) and having to point exactly in the right direction to talk to people, find items, etc. **Shoe**

Here's an RPG that's definitely not for everyone. You have to be a fan of anime. You have to like the idea of a virtual-dating game. But don't go getting any fancy ideas—the dates here are tame, high school-level stuff. They're based on conversation, not hanky-panky. Still, the dating system is a novel idea that keeps the game interesting, and the voice acting's pretty good (there's so much of it, in fact, that *Thousand Arms* comes on two CDs). **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	4

Samurai Shodown 2™



Fatal Fury-First Contact™



Blust A Move Pocket™



Metal Slug-First Mission™



Baseball Stars™



# Get Pocket Power!

Portable, handheld, 16 BIT CPU  
146 Simultaneous colors  
Revolving Joystick  
40 Hours of Continuous Play  
6 Color Casings



Pac-Man™



SNK®



GET POCKET POWER



Pac Man is manufactured and distributed under license from: NAMCO LTD.

For more information on where to purchase a NeoGeo Pocket Color,

NeoGeo Pocket Color software or accessories contact:

SNK Corporation of America, 17 Great Oaks Blvd., San Jose, CA 95119

(877) PLAYSNK or visit [www.snkusa.com](http://www.snkusa.com)

The software in this advertisement is rated from Everyone to Rating Pending by the ESRB.

Call 1-800-771-3772 for Gaming Rating Information.

NeoGeo Pocket Color logos are trademarks of SNK Corporation of America  
SNK is a registered trademark of SNK Corporation of America



## Tony Hawk's Pro Skater



**Publisher:** Activision  
**Developer:** Neversoft  
**Featured In:** EGM #322  
**Players:** 1-2  
**Supports:** Dual Shock, Analog  
**Best Feature:** The flexible combo system  
**Most Feature:** Level design in hit-or-miss  
**Web Site:** www.activision.com



This is hands-down the best skateboarding game I've ever played. The game's unique combo system lets you string together as many moves as you can while you're got air. This gives you free license to customize your run as much as you'd like. Neversoft has done a superb job of giving THPS just enough realism, without compromising any over-the-top embellishments that make for great gaming. One of the highlights is the differentiation between vert and street skaters. Each breed has its own style, as well as a different control scheme. Take Kareem Campbell to downtown Minneapolis and you'll know what I mean. Another nice touch is that the game forces you to diversify your tricks. If you repeat the same moves, you'll score lower points every subsequent attempt. The game's career mode puts you on a national tour of cities, skate parks and downhill tracks. Going through the career mode will improve your skater, unlock boards and give you access to more levels. I do have gripes about some of the level designs in THPS. Some (like mall and the downhill) seem out of place. Some (like mall and the downhill) seem out of place. Some (like mall and the downhill) seem out of place. Some (like mall and the downhill) seem out of place. **Che**

You're not gonna find a better skating game than this on the PlayStation. Control is intuitive. Performing tricks is easy. And when you crash, you feel it. The courses are the best this series has ever had. One thing I do have an issue with is the game's graphics. They're good, but what's with all the clipping and rough edges? I would have thought they'd cleaned it up with the final version. THPS is a large game, even if you're not into the hardcore skate line. **Crispin**

I'm in total agreement with Che on this pap. It's hands-down the best roller sim I've ever played. They've managed to capture the physics and feel of hardcore skating. I especially like the stick control system. It's challenging yet not overly tough. More emphasis is put on completing several tricks in a row than one big thing. The music is cool as well. This is the second game I've played that features Primus tunes—nice. You gotta get this one. **Dan**

I know very little about pro skateboarding, but Tony Hawk is ridiculously addictive. It's easy to get into and the combo system is deep. It makes even a novice like myself look real good on the ramps. One thing I do have an issue with is the game's graphics. They're good, but what's with all the clipping and rough edges? I would have thought they'd cleaned it up with the final version. THPS is a large game, even if you're not into the hardcore skate line. **Crispin**

VISUALS SOUND INGENUITY REPLAY

7 8 8 8

## WCW Mayhem



**Publisher:** Electronic Arts  
**Developer:** Kotlik  
**Featured In:** EGM #322  
**Players:** 1-4  
**Supports:** Dual Shock, Multiplay  
**Best Feature:** Very fast game engine  
**Worst Feature:** Very "clippy" game engine  
**Web Site:** www.ea.com



At first glance, Mayhem looks like a sure-fire champ, with very fast and smooth animations (much faster than Attitude), and easy-to-learn-in-a-minute gameplay and controls (like Revenge on the N64). After a little ring-time, however, the problems surface. Mayhem won't be robbing Attitude (or even WCW) of any titles. The biggest problems are the polygon clipping and collision detection. Moves will go through character models almost any chance they could get. It's rather sloppy and unpleasant to watch. Other things detract from the experience, like cheap run-in partners that stick around for way too long. Jeopardy load times (everywhere). Even to change a hair style in Create-A-Wrestler...a slow and useless back button...how easy it is to get pushed into a tumblelock (even if you're not whipped into it), and how much a weak, sitting duck that makes you...a limited Create-A-Player mode (when compared to Attitude)...too few modes of play and options...and so on. But a few things do make Mayhem worth checking out, like a cool Post-View mode that you can update with codes from www.mayhem.com, and the chance to fight in non-ringside locales. The real reason to get Mayhem, though, is if you want a simple game to get into that emphasizes easy-to-pull-off moves over memorization of long moves lists. **Shoo**

How much slower could the load times be? What's going on? The whole thing is slow, clunky, seriously dumbed-down and still the same you don't feel like it's actually doing what you're telling it to. There are some nice camera angles used throughout, but this doesn't compensate for the glitchy graphics and stripped-down features. Even the create-a-wrestler mode is disappointing. We couldn't even make a passable Elephant-Sak. **John**

I've never seen a wrestling match in real life that's lasted longer than 5-8 minutes, but boy some of the battles in this one can go on for a loooooong time. I'd find myself getting moves off that would go right through my opponents, only to be countered by the CPU. And what's with the load time? If four people want to go at it with created wrestlers, you're gonna wait for everything to load up. This one just doesn't excite me much. **Chris**

This game's developers claim they wanted to make a fast-playing, easy-to-get-into wrestling title. And yet, the gameplay here does leave pretty quick. But even though you only have to learn a few button combos to pull off moves, control feels sloppy and it often felt like I was performing moves by accident. Collision detection is a bit messy. The game lacks polish. It needs more multiplayer modes and options if it's going to compete with Attitude. **Crispin**

VISUALS SOUND INGENUITY REPLAY

6 7 5 5

## WipeOut 3



**Publisher:** Pygmalion  
**Developer:** Pygmalion-Leeds  
**Featured In:** EGM #322  
**Players:** 1-2  
**Supports:** Dual Shock, Analog  
**Best Feature:** Hi-res graphics  
**Worst Feature:** Difficulty in later circuits  
**Web Site:** www.pygmalion.com



Even though WipeOut 3 doesn't have the same kind of fast WipeOut XL did when it came out, this third installment does the futuristic racing series justice—which is refreshing in this age of uninspired sequels. Its graphics are even more impressive than the previous games, though it's not the sweetest I expected. There are still a number of effects-looking hiccups to choose from, each with its own make-believe futuristic corporate sponsor. As you'd expect, the awesome design style is in full force. And the courses, though still filled with crazy banks, jumps and hills and such, aren't quite as impressive as the courses in XL. Problem is, the difficulty isn't as gradual as I would've liked. In W3's, the jump from the first circuit to the second will definitely take you by surprise. I finished with gold on all of the courses in the first circuit in a matter of a couple of hours, opening a bunch of new vehicles and tracks in the process. When I moved onto the second circuit, I got stomped in no time. And forget about the third circuit—I barely finished a race! This aside, control is still top-notch—even though there's that damned "touch the wall even in the slightest, and you'll come to a dead stop" thing. And of course there's the music...the sweet music. As usual, it's incredible and deserves its own CD at the local music store. **Shawn**

The most fashionable game around receives a little bit of visual body work...and almost nothing else that's really worth mentioning. Sure WipeOut 3 has new weapons (big deal) and new tracks (the mall is cool, I gotta admit), but it's practically the same game you've been playing for years. But man, this game looks nice, especially with the ultra-smooth frame rate, which stays slick even with the two-player split screen action going on. **Shoe**

The big deal with W3 is the hi-res graphics and DJ Sasha (he's big in the U.K.) on the wheels of steel. Well, I was disappointed musically because the tracks all sound similar. I didn't think Orbital could sound like Chemical Bros, but I guess I was wrong. Aside from the lame polygonal engine light, the graphics in W3 are some of the best for a racing title on the PS. It also feels like the controls are a lot less forgiving in W3 than they were in XL. **Che**

Before you play this for very long, it's tempting to beg on it for just being more of the same, but I think it offers just about enough to make it worthwhile, especially for fans. First and foremost, I think the whole thing is worth it for WipeOut junkies just to be able to play with the analog controller...it makes such a huge difference. Throw in the crisp new graphical look and the split-screen modes and you have a worthy sequel. **John**

VISUALS SOUND INGENUITY REPLAY

9 9 5 7

Here's what readers are saying about

# Electronic Gaming Monthly...

October 1999

"You guys do an excellent job. I have a subscription because your mag always has the most current and unbiased info."

Stephan Deardorff  
Tualatin, OR

"I am a great fan of your mag... it's innovative and it's great."

acguillermo@eudoramail.com

"You guys really rock!!!!!! It's mags like yours that most other mags get all their info from."

sith@sprint.ca

"keep up the good work on your great mag!!"

mustanglxfiveo@email.msn.com



**Multiperson Reviews!**

**The First with Big Gaming News!**

**The Latest Gaming Gossip!**

**Exclusive Previews!**

**Cool Tricks for All Game Systems!**

**Subscribe Today or Buy It on Newsstands!**

**But Get It...Get It?**

## Xena: Warrior Princess



**Publisher:** Electronic Arts  
**Developer:** Universal Interactive  
**Featured In:** EGM #133  
**Players:** 1  
**Supports:** Dual Shock, Analog  
**Best Feature:** Sword-swinging! woman  
**Worst Feature:** Unforgiving, loose control  
**Web Site:** www.ea.com



Xena has one major downfall: control. Turning requires a U-turn motion—you can't take small steps in one direction or another. So, if you're on a small platform surrounded by lava and have to charge directions to make a jump, you're in serious danger of falling in and losing your life. **It's a huge problem if it's the fault of the control that you keep dying repeatedly.** Xena is well designed for a licensed game. Using the Chakram is especially cool and enables you to send a feeler out into a level to see where things are (as far as you can guide it, that is). Combat feels much like Golden Axe, and there's a few puzzles to solve as you go. Some are really maddening, and you can't tell if the tips you're being given are vague "riddles," or being told what you need to do, which can be frustrating. Graphically, Xena looks good and the levels are nicely laid out. Only problem is they're too short until the end. There are only a little over 20 levels so you could probably get through this one in a weekend. Lava kills you too quickly, and it's hard to jump back out because of the shoddy control. Why on earth does Xena not have true analog control? You can choose either running or walking for both the D-pad and analog, there's no in-between. Too bad about the control—this could've been a decent game otherwise.

**Chris**

I don't watch the show, so I can't relate to all the guff-throwing around here about the lesbian subtext in Xena; nor can I appreciate any sort of camp kitsch because the franchise takes itself so seriously. So this was simply a sub-par 3D beater-up with blocky, poorly animated graphics. Throwing the Chakram is cool but the novelty wears off quick. The later platform levels will really frustrate you due to the horrid controls and slippery gameplay.

**Che**

This is an awful, awful game that must be avoided at all costs (unless you're a big Xena fan who absolutely cannot live life without playing out some amazon-sappho interactive adventure, no matter how bad it is). Xena has the two things that'll kill any 3D adventure game: **bad camera and bad control.** The gameplay itself is really monotonous and boring. Other stupid problems plague the game as well, for lines that don't burn you and polygon clipping.

**Shoo**

Xena isn't the worst licensed game I've ever played. Nor is it the best. This leaves it somewhere in the middle—where average games live. There are some parts that are fairly enjoyable, but there are also parts that are tedious as hell...or downright laughable (like when Xena yodels). **The main problem is the control.** It's just not responsive enough, and often leaves me wanting a quick turnaround button. Fans of the show might like it—I don't.

**Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	5	2

## Hot Wheels Turbo Racing



**Publisher:** Electronic Arts  
**Developer:** Stormfront Studios  
**Featured In:** EGM #132  
**Players:** 1-2  
**Supports:** Dual Shock, Analog  
**Best Feature:** Cool cars  
**Worst Feature:** Fantasy environments  
**Web Site:** www.ea.com



Surprisingly this game looks and plays better on the PlayStation than the N64. It moves a bit faster and features more detail in the cars and backgrounds. Like Dean said in his N64 review, we hoped the environments would've been more nifty machines/Circuit Breakers inspired. Instead it's a standard-style racer. No big deal though, in fact it's a darned fun little game. The huge selection of cars (40) and the crazy roller coaster-like tracks make for a good 'ol time. It's packed with cool music: Top-Metallica, Primus, Cat In Hat, etc. Overall RWTR is a solid game.

VISUALS	SOUND	INGENUITY	REPLAY
8	7	6	7

## Re-Volt Racing



**Publisher:** Acclaim  
**Developer:** Acclaim Studios-London  
**Featured In:** EGM #132  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Track editor  
**Worst Feature:** Poor frame-rate  
**Web Site:** www.acclaim.com



What you've got here is a relatively cool concept—tiny RC cars armed with light-hearted weapons racing around real-world environments—gone horribly awry. In addition to the unnecessarily realistic car physics that detracted from the N64 version, the game is plagued by one of the worst frame-rates in recent memory. **It's so bad, in fact, that it may induce Stunt Race FX flashbacks.** Some of the track designs and play modes are kind of cool, but in the end, the game's visual shortcomings are too much to overcome. Cool tunes, though.

VISUALS	SOUND	INGENUITY	REPLAY
3	6	4	5

## Suikoden II



**Publisher:** Konami  
**Developer:** ICGE Tokyo  
**Featured In:** EGM #133  
**Players:** 2  
**Supports:** N/A  
**Best Feature:** 106 characters  
**Worst Feature:** Can't move diagonally  
**Web Site:** www.konami.com



If you have the time and are willing to commit at least 50 hours, Suikoden II is an RPG that will keep your attention. It heralds 106 characters (an equal amount to its predecessor) including some old favorites like Filk and Viktor. The storyline is compelling and features the adult themes of betrayal, death and tomfoolery if you had the foresight to save your memory card from the first Suikoden you can download those into this lengthy thriller. Annoyingly, the main character cannot move sideways. But otherwise, it's a real hoot. **If you've got the time, it's worth the ride.**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	8	7

## Tail Concerto



**Publisher:** Atlas  
**Developer:** Bandai  
**Featured In:** EGM #132  
**Players:** 1  
**Supports:** Dual Shock, Analog  
**Best Feature:** Imaginative environments  
**Worst Feature:** Mindless  
**Web Site:** www.atlas.com



When you look past the imaginative and nicely rendered environments, interesting cast of characters and a world with a good deal of depth, unfortunately you see a 3D action adventure title that's only slightly above average. Sure, it features a good number of neat gameplay bits (like flying around with a jet pack strapped to your back, or riding around on a mine cart) but **the rest of the game is kind of mindless and cutesy—**though strangely addictive for some reason. Overall, TC is a decent title that's worth looking into—but as a rental instead of a purchase.

VISUALS	SOUND	INGENUITY	REPLAY
7	3	5	5

# FILL UP ON TURKEY AND FOUR NEW GAME BOY® COLOR TITLES FROM

## Interplay



GAME BOY  
COLOR



### CASPER

Take on the role of Casper™ as you solve devious puzzles while avoiding traps and other spooky objects.



### CARMAGEDDON

Out-race and out-smash your opponents in the newest installment of the award-winning franchise!



### CAESARS PALACE II

The closest thing to actually being in the casino at the world famous Caesars Palace. Full 3D Action! Includes Blackjack, Roulette, Craps, Slots, Poker & More!



### WICKED SURFING

Non-surfers and surfers alike can ride the waves and get airborne on the only surfing simulation for the Game Boy® Color!

Purchase Interplay titles by February 29, 2000 and we'll reward you with hardware, accessories, and other cool stuff.



Sponsored By:    

For more details see specially marked Interplay packages or visit us at:  
[www.interplay.com/mostwanted](http://www.interplay.com/mostwanted)



CAESARS PALACE is a trademark of Interplay Productions. All Rights Reserved. Caesars Palace and Caesars Palace II are trademarks of Caesars World, Inc. and used under license from Caesars World Merchandising, Inc. All Rights Reserved. This product is for entertainment purposes only. Any use of this product for gambling or wagering is prohibited. CARMAGEDDON: ©1997-1999 3dfx (Glide) Quake Interactive Ltd. All rights reserved. Carmageddon, 3D and the 3D logo are trademarks of 3dfx Interactive. CASPER: ©1989 Universal City Studios, Inc. and Amelin Entertainment Inc. Casper and the related characters are trademarks of and copyrighted by Hanna-Barbera, Inc. All Rights Reserved. WICKED SURFING: ©1999 by BEMMOC INC. All Rights Reserved. Wicked Surfing, Interplay, the Interplay logo, and "By Golly, You Gamers" are trademarks of Interplay Productions. All Rights Reserved. LICENSED BY AMI15000. GAME BOY and GAME BOY COLOR ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. ©1999, 1999 NINTENDO OF AMERICA, INC.



# Review Archive

## EGM's Last 100 Reviews From EGM #119 – 123

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
<b>Dreamcast</b>					
Aerobikings	Crave	Intense Realism	Frustrating Advanced Maneuvers	6.0	123
Airforce Delta	Yonemri	Cool Replays	Generic Gameplay	6.0 5.0 6.0 5.5	123
Blue Stinger	Acclaim	Wicked-Looking Monsters	Horrendous Camera Angles	4.5 4.0 4.0 4.5	123
Expensible	Infogrames	Awesome Graphics	Can't See Your Guy Amidst The Chaos	7.5	123
Flag To Flag	Sega	Loads Of Real Tracks And Drivers	Too Easy	6.0	123
Hydro Thunder	Midway	As Close To The Arcade...	Slowdown In Two-Player Mode	7.5 6.0 7.5 7.0	123
Marvel vs. Capcom	Capcom	The Four-Player Crossover Mode	Impossible To Play On Standard Pad	8.0 8.0 8.0 7.5	123
Monaco Grand Prix	Ubisoft	Awesome Control	No Real-World Drivers Or Teams	8.0	123
Worst Nombat Gold	Midway	Crisp Visuals	Dated Gameplay	4.5	123
NFL 2K	Sega	Realistic Graphics	Play Selection Menu	8.0 6.0 7.0 9.0	123
Pen Pen Trillionaire	Infogrames	Great Graphics, Fun Multiplayer	Not Enough Tracks	5.5	123
Power Stone	Capcom	Simple, Arcadey Gameplay	Too Much Jump Jumpy	8.0 6.5 7.5 6.0	123
Ready 2 Rumble	Midway	Real Graphics and Animation	Unbalanced Championship Mode	9.0 9.0 8.0 9.0	123
Sega Bass Fishing	Sega	Get 'Till Sum Fisher In 'Tilven Room	It's Quickly Beaten	7.5	103
Sonic Adventure	Sega	Great Graphics And Gameplay	Camera Problems, A Bit Glitchy	9.5 9.0 9.5 8.5	123
Soal Colours	Nemco	Graphics, Controls, Extras	No Renowned Intro Or Ending	10 10 10 10	123
Speed Devils	Ubisoft	Gambling	Gets REALLY Tough	7.5 6.5 6.5 6.0	123
TMN Motorsports Hardcore Heat	ASC	Good Graphics And Tracks	Sud Control, Slow	3.5 4.5 4.0 4.0	123
Tokyo Xtreme Racer	Crave	Smooth-Ass Frame-Rate	Stop-Start Racing Is Annoying	7.0	123
<b>Nintendo 64</b>					
A Guy's Life	Activision	Interesting Levels	It's A Stupid Game	4.0 4.0 5.5 4.0	120
Air Star Wings '99	Ubisoft	Short Starts On Them Ladies	Tough To Aim The Ball	5.0 5.5 5.5 5.5	121
Air Boarder USA	AgeTec	Hoverboard!	High Learning Curve	1.5 2.0 1.5 3.5	121
Command & Conquer	Nintendo	New Graphics	Old Gameplay For RTS Veterans	6.5 7.0 8.5 8.5	122
Duke Nukem: Zero Hour	GT Interactive	Huge Levels	No Checkpoints Within Levels	5.5 5.0 3.0 6.5	122
Gauntlet: Legends	Midway	Being Able To Save	Repetitious Gameplay	6.0	123
Goat 3: Deep Cover Gecko	Crave	Exclusive N64-Only Levels	Awkward Camera	6.0	123
Hybrid Heaven	Konami	Interesting Fight System	Awkward Camera Problems	7.0 7.5 7.5 8.0	120
In-Fisherman Bass Hunter 64	Rockstar	It's Dulle Relaxing	Can You Handle The Pace?	5.0	122
Ken Griffey Jr.'s Slugfest	Nintendo	Arcade-Like Gameplay	Weak Sounds	8.0 7.0 6.5 8.5	120
Madden NFL 2000	Electronic Arts	Great Gameplay	Umm...Nothing Worth Mentioning	8.5	123
Mario Golf	Nintendo	Great Golf Physics	Killing System Is Confusing	9.0 8.5 7.5 7.5	122
Monaco Grand Prix	Ubisoft	Solid Controls	Weak Frame-Rate	8.0 8.0 6.5 6.0	120
Monster Truck Madness 64	Rockstar	Nice Graphics	Heavy Trucks Are Tough To Control	5.0 4.5 5.0 6.5	122
NFL Blitz 2000	Midway	Gameplay	Slowdown In Multiplayer	7.5 8.0 8.5 7.5	122
Pokémon Snap	Nintendo	Watching Pokémon Reactions	A Little Short, Not All 100 Are In	8.5 8.0 8.5 8.0	122
Snake II	Activision	Multiplayer Modes	Can't Save Ongoing Levels	8.5 8.0 9.0 8.0	120
Re-Volt Racing	Acclaim	Track Editor	Annoying Tracks, Obstacles	6.0 6.0 6.0 4.5	123
Shadowgate 64: Trials of 4 Towers	Remco	Interesting Story Line	Sleep-Inducing Gameplay	4.0 4.0 6.5 6.5	121
Shadow Man	Acclaim	Horrrifying Levels, Graphics	Confusing Level Design	9.0 8.0 7.0 8.0	123
Starshot Space Circus Fever	Infogrames	300+ Characters	A Truly Horrific Camera	3.0	123
Superman	Titus	The Box Art	Just About Everything Else	0.5 4.0 2.0 1.5	100
The New Tetris	Nintendo	Swapping Out Pieces	Nothing Else Is Original	7.0 7.0 8.0 8.0	122
Tonic Trouble	Ubisoft	Solid Level Design and Gameplay	Just A Lil' Too Crab	7.0 4.5 6.5 6.5	122
World Driver Championship	Midway	Gorgeous Graphics	Wacky Guitar Soundtrack	8.0 6.5 7.0 7.5	120
WWF Attitude	Acclaim	Customizable Everything!	Poor Collision Detection	8.0 8.5 8.5 8.0	123
<b>PlayStation</b>					
Alien Lakes Int'l Soccer	Take 2 Interactive	Alien Lakes Looks Funny	It's A Terrible Soccer Game	2.5 4.0 2.5 4.0	121
Ape Escape	SCEA	Innovative Use Of Dual Shock Analog	The Camera Can Get Annoying	8.0 9.0 9.0 9.0	121
Bugs Bunny: Lost In Time	Infogrames	Cartoony Visuals	Nasty Camera	5.5 5.0 4.0 3.5	121

# NBA JAM 2000

# Acclaim SPORTS

Feel it.



All-new 2-on-2 JAM mode featuring 50 new dunks and awesome special effects



Authentic 5-on-5 simulation mode with actual team play styles like the Jazz pick-and-roll



Custom 11v11 mode courts, including Venice Beach and school yard



Jaw-dropping Ultra Hi-Riz™ graphics

[acclaimsports.com](http://acclaimsports.com)



nba.com

© 2000 Acclaim Entertainment, Inc. All rights reserved. NBA, NBA JAM, and NBA JAM 2000 are trademarks of Acclaim Entertainment, Inc. All other trademarks are the property of their respective owners. Acclaim Entertainment, Inc. is not responsible for the content of any website linked to this page. Acclaim Entertainment, Inc. is not responsible for the content of any website linked to this page. Acclaim Entertainment, Inc. is not responsible for the content of any website linked to this page. Acclaim Entertainment, Inc. is not responsible for the content of any website linked to this page.

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Castrol-Honda Superbike Racing	Electronic Arts	Simulation Elements	Choppy Frame-Rate	6.5 5.0 3.0 4.0	120
Centipede	Hasbro Interactive	Playing The Original Centipede	Graphics And Control	2.5 6.0 3.5 3.5	120
Championship Motocross	TNO	Realistic Physics	Gets A Little Boring	6.0	123
Chessmaster II	Mindscape	Extremely Customizable	No Analog Support	7.5	122
Chocobo Racing	Square EA	Final Fantasy Atmosphere	Lacks Originality	7.0 5.0 4.5 7.5	121
Croc 2	Fox Interactive	Level Design And Graphics	Poor Control, Stupid Dialogue	4.5 5.0 5.5 5.5	120
Demolition Crisis	Capcom	Cool 3D Graphics	Load Times	7.5 8.0 8.0 9.0	123
Driver	GT Interactive	Great '70s Cop Show Car Chases	Real Bad Slowdown	6.5 8.5 8.0 9.5	122
Echo Night	AgeTec	Very Cerebral, Good Puzzles	Too Short, Not Creative Enough	5.5 6.5 6.0 6.0	121
Envi Zone	Titus	Anime-Style Fights, Great Art	Poor Translation Of A Great Game	5.5 4.5 7.0 4.0	122
Final Fantasy VIII	Square EA	The Characters, FMV, Plot	The Games Will Eventually End	9.5 9.5 9.5 9.5	123
G-Police: Weapons Of Justice	Pygmalion	Thankfully, It's Easier	Still Has Horrible Draw-In	7.0 7.0 5.0 7.5	123
High Heat Baseball 2000	3DO	Imm...The Clods Look Nice	Batting And Pitching Is A Chore	2.0 1.0 3.5 4.0	100
Jade Cocoon	Crave	Character Designs, Story	Lacks Personality	6.5 7.0 5.5 6.0	122
Konami Arcade Classics	Konami	Time Pilot	Lacks Challenge	7.5 7.5 7.0 7.0	122
Legacy of Kain: Soul Reaver	Titus	It's Enormous	Sometimes A Bit Tank Rodeo-y	9.0 9.0 9.0 9.0	123
LUNAR: Silver Star Story Complete	Working Designs	Great Story, Nice Anime Scenes	Nail Sounds Like A Little Girl	9.0 9.5 8.5 9.0	120
Madden NFL 2000	Electronic Arts	The Rating Game	"Weddingers"	9.5 8.5 8.0 9.0	123
Metal Gear Solid VR Missions	Konami	The Puzzle-Oriented Missions	A Lot Of Boring Shooting Missions	7.0 8.0 7.5 8.0	123
Masoco Grand Prix	Ubi Soft	Great-Handling Vehicles	Lack Of An F1 License	8.0 8.0 6.5 6.5	123
NCAA Football 2000	Electronic Arts	Great Replay Value	A Few Dances In The AI	8.5 8.0 7.0 7.5	120
NCAA Gamebreaker 2000	989 Sports	Interceptions	Cheap Back-Field Hits	7.0 8.0 7.5 7.0	123
NFL GameDay 2000	989 Sports	Arcade Gameplay	Players Appear To Be Sliding On Ice	7.5 8.5 6.5 8.0	123
NFL Xtreme 2	989 Sports	Graphics	Ankward Animation	4.0 2.5 3.0 3.5	122
Heat Seizure, The	Hasbro Interactive	A New Twist On An Old Formula	Hard To Get Away From Old Formula	6.5 8.5 7.0 8.0	121
NFL Blitz 2000	Midway	Speedy Frame-Rate	The Cowboys	8.5 8.0 9.0 8.5	122
Omega Boost	SCEA	Graphics, Frame-Rate	Too Short	9.0 9.0 9.0 8.5	123
Pac-Man World 20th Anniversary	Namco	Multiple Play Modes	A Bit Repetitive	5.0	123
IC Shark Captor	Titus	Cheaper Than A Real RC Copter...	...But Almost As Frustrating To Fly	7.0 8.0 7.5 7.0	123
R-Type Delta	AgeTec	Classic R-Type Gameplay	May Be Too Hard For Some	9.0 8.5 7.5 8.0	121
Rising Zari	AgeTec	Weird, Weird, Weird, Weird	Obstructive Camera System	7.0 8.0 7.5 7.0	122
Sind Storm	Electronic Arts	Fast, Smooth And Lots Of Options	Running Over Bunny Rabbits	9.0 8.0 9.0 9.0	122
Soul Of The Samurai	Kaseari	Interesting Story	Controls	6.5 4.5 4.5 6.5	122
Star Ocean: The Second Story	Sony Computer Entertainment	Character-Skills System	Some Battles Frustrating	8.5 9.0 8.0 8.0	120
Street Fighter Alpha 3	Capcom	World Tour Mode	Slight Animation Loss From Arcade	9.5 8.5 9.0 8.5	119
Tarzan	SCEA	Incredible Graphics	Childish Gameplay	6.5 6.5 5.5 6.5	122
Tiny Toon	SCEA	A Few Interesting Levels	Provides Nothing Interesting	4.5 3.5 5.5 6.5	122
Truck N Snowboarder	Capcom	Link Cable Support	Unoriginal Gameplay	4.0	123
Un Jumper Laundry	SCEA	Two-Player Modes	This Game Is Like A Very Bad Trip	8.0 8.0 8.5 7.0	123
Warzone 2100	Eidos	Customizable Units	Difficult To Control	7.5 7.5 7.5 5.0	120
WWF Attitude	Acclaim	Lets To Customize	Game Engine Not Precise	8.0	123
<b>Game Boy/Game Boy Color</b>					
Comix 'n Pocket Tales	Nintendo	Inventive Quest	Down Cute Animals	7.0	122
Looney Tunes	Sunsoft	Unlimited Continues	A Bit Tedious	4.5	122
Motocross Maniacs 2	Konami	Track Editor	Lifter Races A Bit Too Tough	7.5	122
Pac-Man Special Color Edition	Namco	Two Games In One	Sloppy Programming	5.5	122
Pokémon Pinball	Nintendo	Lots Of Replay Value, Catching Poké!	Nothing	8.0	122
R-Type DX	Nintendo	Three Games In One	High Level Of Difficulty	7.0	122
Sparx	Konami CEI, Inc.	The Ability To Turn It Off	Being Able To Turn It On	2.0	122
Super Mario Bros. Deluxe	Nintendo	Loads Of Extras!	Vertical Scrolling Can Disorient You	9.5 8.5 8.5 8.5	121
Tarzan	Activision	Great Animation	Too Much Banana Hysteria!	7.5	122
The Smurfs' Nightmare	Infogrames	Nice Graphics	Mindless Gameplay	4.5 5.5 3.0 4.5	121

# Rigor Motorist

## CARMAGEDDON<sup>2</sup> *Apocalypse Now*

CARMAGEDDON VICTIM  
NO. 2.716  
**25 POINTS**



SCI



Coming Soon for Console



www.introplay.com 1-800-INTERPLAY







# Reader Reviews

## Mario Golf



### What we said:

"Mario Golf should be required for all N64 owners...It packs easy-to-use interfaces and addictive gameplay...the game is extremely accessible, and fun...Mario Golf is a solid title that should appease young and old players alike..."

### How we rated it:

9.0 8.5 7.5 7.5



### What you said:

Mario Golf is one of the best golf games I've ever played. But there are ups and downs about the game. First of all, the game relates to the real physics of golf. Its graphics are superb, and it's much better than Hot Shots Golf, still using the same engine as Hot Shots Golf. The only problem I had with the game was that the aiming system was too difficult to master and there were some characters in the game I've never heard of. This is a kind of game that young and old people would like to play and for veteran and newbies to the game of golf. I give it a 8.5 and I recommend it to anyone who likes golf or just likes to collect Mario games.

*Rady Antido Jr  
via the Internet*

I never played Hot Shots Golf (I don't have a PlayStation), so I got this game to see what all the fuss is about. Now I see why Hot Shots got so much praise. Mario Golf is a lot more fun than you'd expect from a golf game. I really like the control. The Nintendo characters add a lot to the appeal. This game is just plain addicting. The only

**"Mario Golf is one of the best golf games I've ever played."**

downside is that it's a little hard. But that's not a big deal. It just means it'll take longer for me to get bored of the game. You know what? I don't think I'll ever get bored of this game.

*Kevin Peterson  
via the Internet*

## Pokémon Snap



### What we said:

"This is one of the most original and innovative games I've ever played...Pokémon fans will eat it up...you'll want to reach into the screen and give Pikachu a big ol' hug..."

### How we rated it:

8.5 8.0 8.5 8.0



### What you said:

The idea behind Pokémon Snap is great. Having to solve puzzles to get the Pokémon out of their hiding spots would be a blast. The problem is that the puzzles are so simple a 5-year-old could beat the game on his/her first try within two hours. Most of them are simply solved by throwing a pester ball or playing the flute. Sure Metal Gear Solid can be beaten in two hours but that's after you've beaten it several times and already know where to go.

## Quake II



### What we said:

"Quake II's multiplayer modes rock...as a one-player game Quake II is rather repetitive...games like this MUST have at least one save point in the middle of a level...it easily outshines Turok 2 in 4P play...this game is strictly about the twitch action and simple puzzles (i.e., it's no GoldenEye)..."

### How we rated it:

8.5 8.0 9.0 8.0

### What you said:

When the game was first available for rent at Blockbuster, I got excited and rented it. I was amazed! The graphics weren't quite what I expected, but they were satisfactory. The play control was superb because you could adjust the sensitivity of the joystick, like on the original Quake. But what satisfied me the most was the multiplayer. I loved the flag tag mode and wanted to



play it forever. The one-player mode was good, but not great. I can see why this game is rated Mature, and I don't think the little kiddies should play this game. This game is a must-buy and I can't wait for it to become one of the 40-dollar games.

*Steve Kolbach  
via the Internet*

**"I loved the flag tag mode and wanted to play it forever."**

Another problem with the game is that all the Pokémon are in the same place every time, eliminating the need for your "lightning reflexes" advertised in the commercials. You point to the place the Pokémon always pops up, and easily snap a winner.

Wockyfrog@aol.com

Your review of Pokémon Snap was dead-on. The game's strengths are in its unique gameplay and the animations of the Pokémon. It is a real kick to be able to go on a guided safari tour and torment the animals for once! Beating Pikachu in the head with Pokémon food always gets a laugh. Unfortunately, I have not played a game this short since the 8-Bit NES. It definitely is beatable in one day for the average gamer, and only takes a couple of days to find the handful of well-hidden others. Having not been bitten by the Pokémon craze, Che was right when he said, "Thankfully, there is Pokémon Snap to pull us non-believers into the fold." This game delivers on quality, but lacks in quantity, which is a rare occurrence in the video game market today. I think the game would have been of sufficient length had all the Pokémon been included. Nonetheless, a solid rental.

Jeff Weber  
jweber@creighton.edu

## Star Wars: Episode 1 Racer

### What we said:

"...kinda like a supersonic Beetle Adventure Racing...it's as impressive as it is dizzying...Racer is one of the fastest games I've ever seen on any system...the frame-rate suffers a bit in hi-res mode...let's just say Racer put the smack down on me..."

### How we rated it:

9.0 9.0 8.5 9.5

### What you said:

Episode 1 Racer is basically a great racing game. It has good graphics, good tracks, there are pod racers to fit



everybody, being able to upgrade your pod, doing over 600 mph, and that it didn't come out on the PlayStation. There are a few downsides, though. One thing is the lack of music and the little music there is is crap. Why didn't LucasArts put the people in charge of Rogue Squadron in charge of Racer? Also the tracks don't have enough secrets. Another thing that would have been nice is more weapons and a four-player mode. Overall though, it's the best racer out for any system.

Will Hinkley  
via the Internet

## "Why didn't LucasArts put the same people in charge of Rogue Squadron in charge of Racer?"

## Superman

### What we said:

"The man of steel has gone horribly limp...it's almost like amateur night at game programming school with this one...the gameplay is devoid of anything that even remotely resembles entertainment..."

### How we rated it:

0.5 4.0 2.0 1.5

### What you said:

Superman is such a terrible game, I returned it the same day I rented it.

How a game like this is actually on store shelves for \$60 is way beyond my comprehension. I could make a better game than Superman with my calculator. This is by far the most painful gameplay on the N64.

Jimmy Koutsoukos  
via the Internet

## WWF Attitude

### What we said:

"If you really like to personalize your games, then go get some Attitude... Create-A-Wrestler is so damn deep with options it's scary...even if you're not a wrestling fan, buy this...the real star here is the Create-A-Player..."

### How we rated it:

6.5 6.5 5.5 6.5

### What you said:

WWF Attitude kicks ass. This is like the best wrestling game of the decade. This game is even better than Warzone, Revenge and all the other wrestling games. I say it's the best sports interactive game out this year. The graphics are great, options are great

and most of all, how Acclaim made the Create-A-Wrestler options are better than ever. If u got N64 or Pss Itz a must-buy. (Not very sure about GBC.)  
Bri&ED@aol.com

WWF Attitude is way better than WWF Warzone. Acclaim should have not made us wait so long. There were too many delays. The game is hot. It has a way better Create-A-Player Mode and it also has better match modes. The arenas and the players look a lot better. I would have to give this game a 9.0. I hope the new WWF game from THQ is better.

Charlie Jett  
via the Internet



## READER REVIEWS

### Ape Escape



#### What we said:

"Ape Escape won me over because its controls are ingeniously good...the level design is superb...deserves high marks for showing new ways to use the Dual Shock..."

#### How we rated it:

8.0 9.0 9.0 9.0

#### What you said:

When I first saw this game I thought: "THAT'S THE DUMBEST PIECE OF SHIT GAME I'VE EVER HEARD OF!!!" Then, I rolled my eyes once more when I saw commercial after commercial for Ape Escape and I figured it was a lame attempt to build up hype. A few weeks later, I played it at a friend's house and it was actually kinda fun (the controls took a few minutes to get used to). Then more gripes came in:

1. Of all animals...MONKEYS! Cartoon monkeys are really really annoying (mostly their taunting animations)
2. Bike helmets w/sirens that make monkeys evil...nuff said...
3. Crappy cast of characters, just looking at them (especially Specter) makes me wanna vomit!
4. Banjo Kazooie-style colors: The color scheme and the effect of light reflecting off objects (actually it's painted on to the texture maps) makes almost everything look like pastel colors
5. Overall gameplay gets boring quickly!

Well there you go, my review (don't accuse me of not giving this game a chance 'cuz I've played plenty! And game #4 may be off because that's how I remember the game and I haven't played in a while!).

Eggmail52@aol.com

### Driver



#### What we said:

"It's a great game but the stupid glitches spoil what could've been perfect...the story line is funny and interesting...Driver pulls off that '70s

**"Overall  
gameplay  
gets  
boring  
quickly!"**



cop show theme quite well...it's packed with options..."

#### How we rated it:

8.5 8.5 8.0 8.5

#### What you said:

I really believe Driver should have had a better rating. I know I can't change that but anyway...when you guys reviewed Driver you made it sound like the game had bugs or glitches everywhere in it.

After playing it for myself I didn't notice that many at all. I know there were some like getting stuck in the air forever in "Survival Mode" in San Francisco. And I only noticed the frame rate to drop only a few times like when a road block was up ahead and I was being chased by two or more cops. And I just loved the Film Director Mode for your replays. But anyway, love the magazine.

Don Peters  
via the Internet

What can I say, it's a good game. Like any game it has its flaws, but they are few and far between. There is some graphic slowdown, but it's not too bad that it can't be overlooked easily enough. It would have been really sweet if there could have been some hidden cars like the one from Starsky and Hutch to unlock. Any memorable cars from the shows of the '70s would have made

### Final Fantasy VIII



#### What we said:

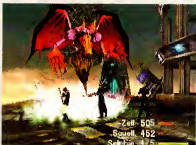
"Square has outdone themselves this time...nothing short of awe-inspiring...you forget you're playing a video game...FFVIII is the pinnacle of its genre...character development is the best of any RPG I've ever played..."

#### How we rated it:

9.5 9.5 9.5 9.5

#### What you said:

First of all, let me say that the gurus at Square must be working around the clock and then some to churn out all of these games, and even longer to make sure they're as good as can be. Final Fantasy VIII is one of those: it's as good as can be. The Junction and the Draw systems are both innovative and engrossing (though endlessly drawing spells from the enemies gets boring), and the characters seem more like human beings rather than lifeless polygons. The rendered worlds are rich and colorful, and the implement of a salary system is more realistic. The FMV is the best ever seen on the PlayStation. Period. It seems almost impossible that the system can



handle it. This four-disc monster is one of the best games ever made.

Peter Jurnu

When I first saw those Dreamcast screens, my PlayStation faded for a moment there. Enter Final Fantasy VIII. The game kicks so much ass, you'd think twice about buying a Dreamcast and waiting for Squaresoft to make their move on the new wave of consoles. Remember when you first experienced FF? Quadruple that experience. The game's a reunion with the PlayStation.

Rocer X

this game rule. And where's the speedometer, dammit?! It could have really helped to have some idea of how fast I was going. I suspect the reason something this common to most driving games was left out was because it would have made the graphic slowdown even more noticeable. I guess it really isn't necessary in order to play the game, but it sure would have been nice.

My one major gripe was with the game's law enforcement. How many of you have been pulled over by the police for speeding? Well, when they caught you speeding, did they ever swerve to hit you head-on? The game's manual says that the more felonies you commit and the longer you evade the police, the more aggressive they get. They waste no time in doing so. Wouldn't it suck in real life if cops used lethal force right away when they catch you breaking the law? Well, they already do in L.A. This really makes the game a pain. Other than that, it's pretty good. If you like the realism of Gran Turismo and the mayhem of Grand Theft Auto, drive to the store and buy Driver right now. Watch your speed, though.

**Kent Givsky**  
Kunto\_G@aol.com

I thought this game was very cool. I loved the idea of a game being made based on the '70s car-chase scenes. The graphics are amazing, except for that slowdown. The sounds of the '70s music is great, along with tire squeals, police sirens, and people yelling at you when you "accidentally" drive on the sidewalk. The gameplay itself is amazing. A wide variety of jobs to do, along with being able to drive anywhere you want and the different modes of play, make Driver a winner. I thought your scores were dead-on. Great game.

[jrecords@excite.com](mailto:jrecords@excite.com)

## Jade Cocoon

**What we said:**  
"Unfortunately, somewhere between concept and execution, the game fell terribly short...the Poké-cloned monster-mixing gameplay is ultra-deep..."



**How we rated it:**  
**6.5 6.5 5.5 6.5**

**What you said:**  
What did I think of Jade Cocoon? Well, I thought the story didn't have enough depth, and the characters didn't seem to grow (or talk for that matter). The main character seemed to spend more time sitting in the background while his monsters did all the work. I also didn't like the fact that you couldn't walk around the town. What's up with that?! What I did like was the visuals, which were bright and vibrant. Also, capturing monsters and having infinite combinations was a real plus. Unfortunately, overall it was a pretty dull game. With enough time, it could have been more.

[jrecords@excite.com](mailto:jrecords@excite.com)

## Tarzan

**What we said:**  
"Kids will enjoy the simple gameplay...it's got great animation and richly detailed graphics, but firing weapons is slow and clumsy...running around and jumping gets old fast..."

**How we rated it:**  
**6.5 6.5 5.5 6.5**

**What you said:**  
You guys hit it on the mark with this one. While the graphics are truly eye-candy in every sense of the word, the game is far too short (I clocked in at 2 hr. 13 minutes, on my first try)

and the final levels, especially Conflict With Clayton and Journey to the Treehouse are far too difficult for the target audience of children 4-11.

[ANTBond\\_007@aol.com](mailto:ANTBond_007@aol.com)

## Um Jammer Lammy

**What we said:**  
"The story line is so freaking bizarre—it borders on insanity...expands upon the first games' ideas and has more to do than the first one did...Lammy is a whole different animal..."

**How we rated it:**  
**6.5 6.5 5.5 6.5**



**What you said:**  
I wasn't expecting much when I got this game. But it surpassed my expectations immensely. What I liked most about it was that it drew me in even though I prefer hip hop over rock 'n' roll. I liked the way it kinda forces you to play on normal rather than easy. After I beat the game I found myself coming back again and again trying to beat my high score. I like all the songs except for stage 6 which you'll probably only get by with luck. The game also has loads of extras such as PaRappa remixes of all the songs. There's also vs. PaRappa, team up with PaRappa and the same with your evil twin (I think it's her evil twin) Lammy. I definitely recommend this game to anybody who follows a beat and has quick reflexes.

**Justin Lottony**  
[JLottony@netscope.com](mailto:JLottony@netscope.com)



Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:  
**Tricks of the Trade**  
 P.O. Box 3336, Oak Brook, IL 60522-3336  
 or send e-mail to: [tricks@zd.com](mailto:tricks@zd.com)

# Tricks of the Trade

By Trickman Terry • [tricks@zd.com](mailto:tricks@zd.com)

## TRICK OF THE MONTH

### House of the Dead 2

#### Get all Items in Original Mode

Complete Training Mode with five-star marks in each training session.



#### Display Score

On the Title Screen, enter the

following code using the D-pad: L, L, R, R, R, L, R, Start.

#### Two more sessions in Boss Mode

Beat all bosses in Boss Mode, and get a ranking with each boss. This will unlock the Emperor and Fight All Bosses. **Unlimited credits in Original Mode**

Complete Boss Mode with five-star marks for each boss, including Fight All Bosses.

#### Bonus Cats

If you shoot a cat, it will lead you toward a bonus item.

#### Bonus Rooms

To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

## Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 289 for rules.

**NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.**



## DREAMCAST

### Soul Calibur

#### Unlock Hidden

#### Characters and Stages

Every one of these characters will be unlocked using Arcade Mode. While it doesn't matter who you use to unlock these characters, the order in which they appear remains constant. You'll also notice that a few stages will unlock as well, on the 4th, 6th and 8th completion:

#### Play as Hwang

1st completion

#### Play as Yoshimitsu

2nd completion

#### Play as Lizardman

3rd completion

#### New stage added: Water Labyrinth

4th completion

#### Play as Siegfried

5th completion

#### New stage added: City of Water

6th completion

#### Play as Rock

7th completion

#### New stage added: Colosseum

8th completion

#### Play as Seung Mina

9th completion

#### Play as Cervantes

10th completion

#### Play as Edgemaster

After you get everyone available up to (and including) Cervantes, you must then win with ALL remaining characters (only once per character) to open up Edgemaster.

#### Play as Inferno



Select Xianghua's 3rd outfit (select with Y+A) and win the game to unlock him. (Note: You must earn Xianghua's outfit in Mission Battle Mode before you do this.)

#### Extra Modes

##### Extra Survival Mode

Open up picture (167), and this mode will be playable. This mode requires you to win with one-hit victories as opposed to the normal "full health" battles of the standard survival mode.

##### Opening Direction Mode

Once you unlock picture (179), you'll have access to this mode. This mode allows you to place any of the game's characters in different spots of the intro sequence.

##### Weapon Select Feature



After unlocking picture (224), you can now use this feature. In

Arcade/Versus mode, just press the L button to cycle weapons from 1p, 2p or EdgeMaster versions. It's now possible to use your alternate outfit weapons with your original outfit, or vice versa.

#### Metal Model Feature



Open up picture (265), and you can access this feature. In Arcade/Versus Mode, hold R while selecting your character to get a metal-looking version of any character. You can even get multiple hues of metal (gold, silver, etc.) by selecting the alternate outfits of each character.

#### Slide Show

Once you complete the second Chaos Gate mission, a "SLIDE SHOW" option will become available in the art gallery. Once selected, it will randomly cycle through all of the artwork displayed in each of the 15 galleries.

#### New Title Screen

If you beat the game with Inferno, you'll notice an extremely smooth new graphic when you load up the Title Screen.

## NINTENDO 64

### Bass Hunter 64

#### Tons of Codes

You will hear a "boing" sound if the codes were entered correctly. **All Lakes Available:** Enter "ALLDLAKES" as a code at the Cheat Codes Screen under the options.

#### Extra Money:

Enter "ALLDCASH" as a code at the Cheat Codes Screen under options.

## Slow Boat:

Enter "WHATADRAG" as a code at the Cheat Codes Screen under options.

## Fast Boat:

Enter "HYPERBOAT" as a code at the Cheat Codes Screen under options.

## Bathtub Boat:



Enter "RUBADUBDUB" as a code at the Cheat Codes Screen under the options.

## No Snags While Fishing:

Enter "BAGDSNAGS" as a code at the Cheat Codes Screen under options.

## Unbreakable Line:

Enter "SUPERSTRING" as a code at the Cheat Codes Screen under options.

## Large Fish:

Enter "MONDOFISH" as a code at the Cheat Codes Screen under options.

## Less Fish:

Enter "WHEREFISH" as a code at the Cheat Codes Screen under options.

## Easy to Catch Fish:

Enter "SUPERLURE" as a code at the Cheat Codes Screen under options.

## Fish are More Active:

Enter "HAPPYFISH" as a code at the Cheat Codes Screen under options.

## Catch All Linder:



Enter "FISHMAN" as a code at the Cheat Codes Screen under

options. Then instead of catching a regular fish, you will see a head with sunglasses, a hat and fins.

## No Penalties During Tournament:

Enter "NOPENALTY" as a code at the Cheat Codes Screen under options.

## Win Current Tournament:

Enter "WINIWIN" as a code at the Cheat Codes Screen under options.

## New Game Sounds:

Enter "SILLYSOUND" as a code at the Cheat Codes Screen under options.

## Command & Conquer

### Adjust Battle Screen



At the Battle Screen, hold L and press Up-C or Down-C to magnify and reduce the screen.

## Mario Golf

### Password Screen

### and Passwords

### Password Screen



At the Main Menu highlight the the option labeled club house and press Z+R+A at the same time.

**Toad Highlands Tournament:** Put in KPXWN9N3 as the password.

## First Camp Hyrule Cup:



Enter "0EQ564G2" as a password at the "Code Entry" Screen to play a tournament on the Koopa Cup course with Donkey Kong.

## Second Camp Hyrule Cup:

Enter "3YV68906" as a password at the "Code Entry" Screen to play a tournament at the Toad Highlands course with Plum as your player.

## Monster Truck

### Madness 64

### Low Rider Trucks



Enter "YRDR" as a password. Your trucks will now have low rider wheels!

## TOP 10 TRICKS

The top 10 games of the last month given the full-on *Trickman* treatment:

### 1. Pokémon (Blue) (GB)

#### Fight Safari Zone

#### Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Sealhorn Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you

CONT. ON PG. 270

## DEXDRIVE SITES OF THE MONTH

### PlayStation:

<http://www.psmax.com/cheats/dex/index.html>  
<http://geocities.com/Area51/Shutdown/4925/ps5saves.html>  
<http://consolestoppers.com/Console/codes/Dexdrive/dex/less.html>

### Nintendo 64:

<http://www.geocities.com/TimesSquare/Corridor/9556/N64Saves.html>  
<http://www.members.home.net/llk007/093.htm>  
<http://www.nintendozone.com/dexdrives.html>

### Both:

<http://www.mindspring.com/~magiks/>  
<http://www.geocities.com/TimesSquare/Arcade/6625/start.html>





## TRICKS

### The New Tetris

#### Cool Codes Turbo Mode

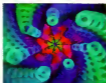


Select single-player mode, enter "2FAST4U" as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.

#### Turbo CPU Mode

Select single-player mode, enter "AlaZ24U!" as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly, while your blocks will remain at normal speed.

### Music Kaleidoscope



Enter the audio options screen and set the song to "HaluCI" and the music mode to "Choose." Then select single-player mode, enter "HALUCI" as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. Please note that the Nintendo 64 must be reset to quit this mode.

### NFL Blitz 2000

#### Tons of cool codes

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name: BRAIN/PIN: 1111

(Brain)

Name: FORDEN/PIN: 1111

(Dan Forden)

Name: SKULL/PIN: 1111

(Skull)

Name: TURMEL/PIN: 0322



(Mark Turmell)

#### Cheat Codes:

At the Versus Screen, press Turbo, Jump and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the

indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. Note: More than one code may be activated per game.

Result	Code
Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Down
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Turn off stadium	5-0-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Show punt hang meter	0-0-1 Right
Use team plays	1-0-0 Up
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team tiny players	3-1-0 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Always receiver (Requires two	

TOP 5 EXTREME CODES, BRO	WHAT DOES IT LOOK LIKE	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	NOTES
	3Xtreme (PS)	Hidden Tracks	At the Main Menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results: Enter "VOUYEUR" at the Codes Screen to unlock all the Exhibition tracks. Enter "TRIXIV" at the Codes Screen to unlock all the Freestyle tracks.		o
	Big Air (PS)	All Courses	On the Main Menu Screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square. Then select any Freeride Mode to get the new courses.		o
	Cool Boarders 3 (PS)	Cheat Names	Enter each cheat below as a name in Tournament Mode to get the various results: W0N1T4LL - Access to every course OPEN_EM - Access every boarder and board BIGHEADS - Get huge heads		o
	Rushdown (PS)	Unlock All Tracks	On the Main Menu Screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.		o
	Street S-Bater (PS)	All Boards	On the Main Menu Screen, press Right(2), R1, R2, Left(2), L1, L2. When you put in the code correctly, you'll hear "Yeah!"		o

In a world of floating continents,  
rotating around a living computer core,  
the prophecy has come.



Meet *Led*,  
Daughter of a  
General,  
forbidden from  
battle, yet  
driven by duty.

Whatever the  
consequences,  
sometimes a  
girl just  
has to kick  
serious butt.

An adventure of epic proportions.  
Coming this Fall to your PC.







## TRICKS

### TOP 10 TRICKS

(CONTINUED)

Just left. This time though, you will be able to fight them and use the other Balls on them as well.

#### 2. Pokémon (Red) (GB)

##### GB Codes

Find more tricks for this game and send them in!

#### 3. S.W. Episode 1: Racer (N64)

##### Podracer Codes

There is a special way you must enter these codes. First, you must choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Entry file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. You will see the letters of the codes appear in the lower left-hand corner of the screen. After the entire code has been entered, press the L button on the word, "End." This will confirm the code. Use this method to enter the codes shown below:

**RRABBA** - This code makes you invincible to damage and overheating. (Note: This code needs the Cheat Menu to be activated.)

**RRTHEBEAST** - This code activates Mirror Mode. Your left and right controls will be switched during the game. (Note: This code needs the Cheat Menu to be activated.)

##### Cheat Menu

To activate the RRABBA and RRTHEBEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the

human teammates)

2+2-2 Right	5-0-2
Old day stadium	5-0-1 Up
Day stadium	5-0-1 Down
City stadium	5-0-1 Left
Old night stadium	5-0-2 Up
Night stadium	5-0-2 Down
Future stadium	5-0-2 Left
Old snow stadium	5-0-3 Up
Snow stadium	5-0-3 Down
Roman stadium	5-0-3 Left
Grass field	3-0-0 Up
Asphalt field	3-0-1 Up
Dirt field	3-0-2 Up



Astroturf field	3-0-3 Up
Snow field	3-0-4 Up
Fog on	0-3-0 Down
Thick fog on	0-4-1 Down
Weather: clear	2-1-1 Left
Weather: snow	2-1-5 Down
Weather: rain	5-5-5 Right
Night game	0-2-2 Right

### Star Wars Episode 1: Racer

#### All Tracks and Racers

To get all pods and tracks, you must first have the "Debug Trick" code activated. (You need to go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. When in this screen hold down the Z button, while holding it down use the L shoulder button and type in RRTANGENT. Now scroll over to the End option while still holding Z and press the L button once more. At this point nothing will happen. Now, while still holding Z, press the B button to exit the screen and then push "A" to bring you back into the Initials Screen.

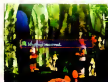
# 1-900-PRE VIEW 773 8439

\$1.49 per minute. Must be at least 18 years of age. Under 18 must have parental permission.

The number to call for the latest cheats & gaming info



Now, while holding "Z" and using "L" shoulder button, type in "ABACUS." Scroll over to the "end" option and while holding "Z," push "L." It should say "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the Pause Menu push "Left, Down, Right, Up." The GAME CHEATS option should appear. After that code has been activated, go to the Main Menu on the Title Screen and press and hold L+R then press Right-C. It should say, in blue and white flashing letters, ALL



obey his commands while in training. He will make you start over, but you will still have the



Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

### Madden NFL 2000 Cheat Codes

Enter one of the following codes at the code entry screen to activate the corresponding cheat function:

#### 20 yard first downs:

FIRSTIS20

#### Super stiff arm:

SMACKDOWN

#### Super Jump:

SPRONG

#### More injuries:

PAINFUL

#### More sacks:

QBINTHECLUB

#### More fumbles:

ROLLERGIRL

#### Easier Interceptions:

PICKEDOFF

#### No Interceptions:

EXPRESSBALL

#### Less penalties:

REFISBLIND

#### Big versus small players:

MINIME

#### Camera follows football:

VERTIGO



PODS AND ALL TRACKS UNLOCKED. The file with all pods and tracks will be at the bottom and will be named DBG. Go into that file and all the pods and tracks are available for use.

### PLAYSTATION

### Jade Cocoon: Story Of Tamamayu

#### Free Mugwort

Start a new game and go through the entire Introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with. Then you must dis-



## TRICKS

### TOP 10 TRICKS

(CONTINUED)

Pause Menu. Access this option and you can now turn on any of the available cheats.

#### 4. Super Smash Bros. (N64)

##### Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+Start.

#### 5. Super Mario Bros. Deluxe (GB)

##### Five Extra Lives

Note: This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with to lives instead of five.

#### 6. Pokémon Pinball (GB)

##### Animate Unevolved Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, unevolved Pokémon. Now press and hold the Start button to see the character move!

#### 7. Lunar: Silver Star Story (PS)

##### Lords of Lunar Mini-Game

Insert the "Making Of Lunar" disc. Then when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, Start. You will then be taken to a new Title Screen called, Lords Of Lunar! You and one

##### Antarctica stadium:

XMASGIFT

##### Dodga City stadium:

WILDWEST

##### EA Sports stadium:

ITSINTHEGAME

##### Tiburon stadium:

WEPUTITHERE

##### Tiburon Bros. stadium:

COTTONCANDY

##### Industrials team:

INTHEFUTURE

##### Marshalls fantasy team:



##### COWBOYS

##### All-Madden team:

TEAMMADDEN

##### All '60s team:

NOJOBABY

##### All '70s team:

LOVEBEADS

##### 1972 Steelers team:

DONTGOFOR2

##### 1972 Raiders team:

GETMEADOCTOR

##### 1976 Raiders team:

GAMMALIGHT

##### 1976 Patriots team:

HACKCHEESE

##### 1981 Dolphins team:

15MOREMIN

##### 1981 Chargers team:

BUILDMONKEYS

##### 1985 Dolphins team:

CHICKIN

##### 1985 Bears team:

DOORKNOB

##### 1986 Browns team:

## Cool GameShark Codes

### NINTENDO 64

#### Command & Conquer

##### Inf. Cash Brotherhood Of Nod

800550e00ff

##### Inf. Cash Global Def.

800c4f0600ff

##### Instant Air Strika (GDI)

800962a40032

800c4e5000ff

##### Instant Air Strika (NOD)

800962a40032

800c4f8000ff

##### Instant Ion Cannon (GDI)

800962a50033

800c4e3000ff

##### Instant Ion Cannon (NOD)

800962a50033

800c4f8000ff

##### Instant Nuclear Strike (GDI)

800962a60034

800c4e7000ff

##### Instant Nuclear Strike (NOD)

800962a60034

800c501800ff

### Mario Golf

#### Extra Characters

810c28e80004

810c28e80006

810c28e80008

810c28e8000a

810c28f0000c

810c28f00005

810c28f00007

810c28f00009

810c28f0000b

810c28f0000d

Must Be On

f00b16702400

### Mario Party

#### Infinite Lives On

Mini-Gama Island

800f37bb0063

### Pokemon Snap

#### Enable All Levels

810c28120006

Must Be On

d00004000000

f03d8a02400

### PLAYSTATION

#### Centipede

##### Enable A Bridge Over

Molten Magma Level

80056c800001

##### Enable A Ham's Racking

Level

80056dcac0001

##### Enable Have Last Level

Completed

8005707c0001

##### Enable The Crack

of Doom Level

800569b00001

### Chocobo Racing

#### Enable All Characters + Tricks

801e929cffff

300a0400008

#### Enable All Movie

801e9298ffff

#### Chocobo Racing

Enable All Music

800e9294ffff

800e9296ffff

#### Have All Crowns + Classes

801e9290ffff

801e9292ffff

#### Max Stets in Edit Mode

(Press Select)

d007b1200100

8008d75a6363

d007b1200100

3008d7500063

Time Is 000100

800303382400

### Croc 2

#### Enable Cheat Menu

(Press L2 + R2)

8006f8800001

#### Max Crystals

D007684C0000

D007684C0063

Max Lives

800768C00009

#### Max Sweep Meet Pete Card

80076AC4270F

#### Always Have Key

800768540001

#### Always Have Magic Eye

Zoomers

800768780002

Infinite Lives

80076AC00009





We want your trickiest tips, next month, we want to feature  
as many BROADCAST games as possible. Send us anything you have.

## TOP 10 TRICKS

(CONTINUED)

other player can battle against six computer players. You can choose your character for the castle you defend, set up your options and more!

## 8. Superman (N64)

## Mission Select

First begin a one-player game. Play until you get the option to save the game on the controller pack. Save the game, then reset. Select "Load Game" from the Main Menu, then choose the game that was saved. A prompt to insert a Rumble Pak will appear. Hold L + B for approximately one second, then press the A button. A mission selection screen will appear that allows any mission to be played under the current difficulty setting. Note: The difficulty setting may be changed by entering the option screen from the Main Menu.

## 9. Syphon Filter (PS)

## Cinema Coda

When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is the fence and the elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squad cars at the end! On the left side are three doors. Use the sniping mode to look up, and it should say THEATER above the right door. Go up to the door and pause the game. Keep MAP highlighted, then press and hold in this order: Right+L+R+X. Gabe should say "Got it" after you enter the code. When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

KAMEHAMEHA

1986 Bronco team:

BLUESCREEN

1988 49ers team:

CALLMESALLY

1988 Bangals team:

PTMOMINFOGET

1990 Giants team:

PROFSMOOTH

1990 Bills team:

SPOON

1995 Steelers team:

STEAMPUNK

1995 Colts team:

PREDATORS

1997 Packers team:

TUNDRA

1997 Broncos team:

EARTHPEOPLE

## NCAA Football 2000

## Tons of Cheat Codes



Go to the Game Options Screen. Scroll down to access the Secret Code Entry Screen and input any of the following codes:

**All exhibition mode stadium**

STADSGALORE

**Maxium recruiting points**

STAFFUP

**Super stats team**

UNSTOPPABLE

**Racalvrs always catch the ball**

GIMMEDABALL

**Defence always intercepts**

PIXGALORE

**Defence always tackles**

BRICKWALL

**Extra-long kicks**

ICBM

**Knock down referee for 1 point**

BADCALL

**Faetar daylight affects**

TIMEFLIES

**Vlaw CPU plays**

MINDREADER

**Vlaw introduction sequence**

BIGSCREEN

**Vlaw antire rankings**

CONTROVERSY

1996 Notre Dame

GOLDPOINT

1947 Army

INSIDENOUTSIDE

1957 Notre Dema

STREAKOVER

1964 USC

FIGHTFROTROY

1964 Wisconsin

BUCKY

1965 UCLA

REVENGE

1966 Notre Dama

TAKETHETIE

1967 USC

WHITEHORSE

1967 UCLA

PRESSBOX

1968 USC

NICERUN

1969 Arkansas

WOOPIGSOOEY

1969 Texas

TEXASFIGHT

1970 Ohio State

BRUTUS

1971 Nebraska

GAMEOFFHCECENTURY

1975 Oklahoma

SCHOONER

1973 Alabama

PLAYTHEPASS

1974 USC

RALLY

1975 Arizona State

DEJAVU

1976 Georgia

HEDGES

1978 Alabama

GOALLINESTAND

## More GameShark Codes

## Disney's Tarzan

## 99 Coins

80059d6c0063

## Infinite Health

800532a00fff

## Infinite Lives

30059d6a0005

## TARZAN and Skatch

80059d3c7fff

## Driver

## Low Gravity Mode

8009d5a80001

## Low Rider Mode

8009daa0ffff

## Press L To Levitate

8005c000c000

8005c00a0c07

800500000009

8005f0023c01

8005f0046db4

8005f00068421

8005f00082400

8005f000c0004

8005f000e3021

8005f00000002

8005f00121020

8005f0052400

8005f0058007f

8005f005a2442

8005f005c0008

8005f009e0300

8005f00222400

## Score Meter Maxed

80056a000604

## Backward Mode

8009d5a800005

## Bomb Never Blows Up

800974280000

## Drive Thru Walls

8004b9d83000

## Enable Antipodean Cheat

80086564ffff

80086566ffff

## Enable Credits

800863d0ffff

800863d0ffff

## Enable Immunity Cheat

8008644cffff

8008644dffff

## Enable Invincibility Cheat

80086414ffff

80086415ffff

## Enable Minis Cheat

800864bcffff

800864beffff



## TRICKS

### TOP 10 TRICKS

(CONTINUED)

#### 10. WWF Warzone (PS)

##### Play as the Trainer/Big Head Mode

On the Main Menu Screen, press L1, R3 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started: Wrestle as Training Mode wrestler:

Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer." Big Head Mode: Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

1979 USC  
MVPRUN  
1981 Clamaron  
TOUCHTHEROCK  
1982 Cal  
THEPLAY  
1982 Georgia  
SICEMDAWGS  
1983 Nabraaka  
GOFORZ  
1984 Boston College  
MIRACLE  
1985 Alabama  
BLOCKTHATKICK  
1985 Auburn  
SMARTBACK  
1986 Penn State  
LINEBACKERINT  
1986 Miami  
FATIGUES  
1987 Miami  
MONSTERD  
1987 Oklahoma  
SLOWSTART  
1988 Notre Dame  
LEPRECHAUN  
1988 UCLA  
LBRUINS  
1988 West Virginia  
HURTOB  
1989 Colorado  
MISSEDCANCES  
1989 Notre Dame  
LIFTOFF  
1991 Miami  
SHUTOUT  
1991 Michigan  
NICEPOSE  
1991 Washington  
WILDDOGS  
1992 Alabama  
REALMENPLAYZONE  
1992 Miami  
TOOTALENTED  
1993 Florida  
TOMAHAWK  
1994 Miami  
RUNOUTSIDE  
1994 Nabraaka  
STEAMROLLER  
1994 Oregon  
GREENGANG  
1994 Penn State  
ALMOSTNO.1  
1996 Florida  
PUTINLARRY  
1996 Florida State  
GETTHEQB  
1997 Washington

#### TURNOVER

1997 Nabraaka  
CORNFED  
1997 Michigan  
SPUTVOTE  
1997 Tannasaaa  
SMOKEY  
All Tiburon Team



#### LASERBEAMS

All EA Sports Team  
INTHEGAME

### NFL GameDay 2000

#### Cheat Codes

Enter the Options Screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function:

**Recalvers catch better  
GLOVES**

**Super speed bursts**

**JUICE**

**Super stiff arm**

**PISTON**

**No penalties for home team**

**HOME COOKING**

**Running back la Juiced**

**DAVIS**

**Hidden difficulty level**

**GD CHALLENGE**

**Large players**

**GOLIATH**

**Tall and thin players**



#### PENCILS

**Tiny players**  
**FLEA CIRCUS**

### NFL Xtreme 2

#### New Fields and Strange Players

##### Lunar Field:

Enter "LUNAR FIELD" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Urban Field:

Enter "CITY SCAPE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Big Head Mode:



Enter "BIGHEAD BOBBY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Flat Head mode:

Enter "COINHEAD COREY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Long Neck Mode:

Enter "GEORGE GIRAFFE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Long Arms:

Enter "MONKEY MICKEY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Short Arms:

Enter "SHRIMPY SEAN" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

##### Small Players:

Enter "TINY TOM" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

### More GameShark Codes

#### Driver cont.

**Enable Rear Whaat Chaat**

80086484fffe

80086486ffff

**Enable Stilts Chaat**

8008644afffe

80086446ffff

**Have All Flags**

800c6c940064

#### Echo Night

**Always in Best Condition**

803a6b500005

**Freeze Timer**

8009f9c4ffff

**Infinita Curling**

**Potion On Pickup**

8015be200005

**Pedometer Reads 1**

803a6b4c0001

#### WWF Attitude

**P1 Infinita Energy**

00038C041021

800EC3A40000

00038C041021

800EC2A60000



## More GameShark Codes

## GAME BOY

## Paperboy (Color)

Infinite Papers

010ad8d0

Infinite Lives

010360c3

## Pitfall (Color)

Infinite Lives

010518c6

Infinite Health

01561bc6

99 Gems

010919c6

010919c6

## R-Type DX

Infinite Lives

0204e0d0

## Reversed Animations:

Enter "LAMEBOY LENNY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

## Sled Storm

New Sled and Player Storm Sled



Enter the Options Screen, select the load/save option, and dis-

play the Password Screen. Then, enter Circle, Triangle, Square, R2, R2, L1, X, Triangle as a password to unlock the Storm Sled in single-race mode.

## Play as Jackal



Enter the Options Screen, select the load/save option, and display the Password Screen. Then, enter L2, L2, Circle, R2, Square, R1, L1, Triangle as a password.

## Sports Car GT

## Multiple Codes

## Extra Money



At the "Press Start" Screen, press Up, Left(2), Right, Down, Right, L1, Square.

## All Cars Available

At the "Press Start" Screen, press Up, Right, Left, Right, Down, Up, L1, R2.

## All Tracks Open



At the "Press Start" Screen, press Down(2), Left, Right, Up, Left, Circle, R2.

## XPLORER CODES

IMPORTANT NOTE: Standard GameShark/Action Replay codes can also be used with the Xplorer chest cartridge.

## Ridge Racer Type 4

## Unlock All Cars

801F0002 0000

100F3AE0 FFFF

800F396E 00FF

## Turbo Boost

70F3BEA 0100

800AC288 0e47

## Unlock Extra Trial

800F3B24 0001

## Resident Evil Disk 1

## Play as Hunk

880c958000c

## Play as Tofu

880c958000d

## Play as Ada

880c958000e

## SuperCode

ANY num. of ANYTHING

In any slot Code

f0066170 0010

7006617c 0018

5006617c 0010

0080 023c 9076

4234 0800 4000

0000 0000 0000

9000 7690 0018

5000 7690 00a1

1800 82AF 0CB0

123c 1C00 BFAF

0400 03AC 0800

08AC 1000 04AC

1800 0AAC 0C00

0492 68CB 4336

0000 0890 8030

0400 0300 0011

FFFF 0825 0000

08A0 0F00 0010

6C64 4896 2038

5200 0F00 0831

2877 0234 2110

4800 0401 0A34

0650 0A01 0100

4A31 0000 4480

2118 6A00 0000

6280 0A00 0A34

2020 4400 0000

64A0 0000 0AA0

0400 038C 0800

088C 1000 048C

5843 5226 0680

023c 8C61 4234

0800 4000 1800

0ABC 00FF FFFF

0100 0000 01 00

## Resident Evil 2 disk 2

## 4th Survivor Mode Menu

880c7AAC 004B

## Tofu Survivor Menu

800c7AAC 0049

## Infinite Health

880c7C42 00C8

## Fast Fire (all weapons)

780c6234 0048

800c7C38 0008

## Kensai Sacred Fist

## Infinite Health Player 1

800c4D70 0090

800cE25C 00C0

## Extra Characters

80010588 FFFF

8001058A 0034

## Enable Extra Mode

\$80010090 0007

## Megaman 4X

## Infinite Energy

80141924 2020

## Infinite Lives

80172204 0002

## Infinite Lightning Web

80141970 3030

## Max Weapons

3014196E 0040

## Uprising X

## All Weapons &amp; Ammo

801907F6 0063

801907F8 0063

801907FA 0063

801907FC 0063

801907FE 0063

## WCW/NWO Thunder

## Infinite Health Player 1

801F8684 03E8

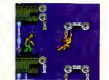
## Infinite Time Out of Ring

80093F2E 2400 168

## GAME BOY COLOR

## Tarzan

## Level Passwords



3-1: Vertical Lines, Vertical Lines, Maze, Swirl.

4-1: X, Moon, Up/Down Arrows, Cross.

5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.

6-1: Swirl, Maze, Cross, Up/Down Arrows.

On Sale Everywhere

Official  
U.S.

# PlayStation Magazine

# THE ONLY MAGAZINE WITH A DEMO DISC EACH ISSUE!

**NEXT MONTH:** Grandia, Cool Boarders 3 (Greatest Hits), Crash Bandicoot: WARPED (Greatest Hits), 40 Winks, NFL Blitz 2000, Killer Loop, Legacy of Kain: Soul Reaver, Super Cross Circuit, Demolition Racer, Fear Effect, G-Police: Weapons of Justice

39











## Get Some Cool stuff you could probably live without, but shouldn't

### R.A.D. Stuff And More From Toymax

Some of you might remember R.A.D. from awhile back. Well, now **R.A.D. 2.0** is available from Toymax. He has a new look, and can use special **R.A.D. 2.0 Gear**—like the Space Gun and Target Set (sold separately). Another sweet-looking addition to the Toymax RC robot line is **Ripjaw**. This little dino roars and actually walks around. The best part is when you make him shoot foam darts out of his mouth! Pet cats beware.

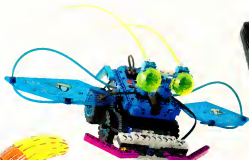
**Price:** R.A.D. 2.0 \$100, R.A.D. Gear \$30, Ripjaw \$60

[www.toymax.com](http://www.toymax.com)



### Robosaurus

Want to see a larger-than-life Ripjaw? This towering beast can be seen at wrestling events, Monster Truck Rallies and other such places. Whenever it is, this giant metal dino of destruction is definitely the epitome of excess testosterone. It picks up stuff and burns it to a crisp! Yes! [www.robosaurus.com](http://www.robosaurus.com)



### Power Trip

Don't forget about the most crucial part of the RC equation: Power. Most radio-controlled cars, planes and robots require some sort of power pack or batteries. If you go the power pack route, chances are you'll need a charger of some sort. As for our batteries go, AAs are the popular type. Lastly, don't forget a 9-volt battery for the controller. Note: Some vehicles run on gas instead of electricity. Prices range anywhere from \$40-90 for all of this stuff.



### The Coolest Blocks In The World

In today's technology-driven world, it's not enough to simply build stuff with regular old Lego blocks! That's why Lego has all kinds of cool motorized and robotic sets. The **Ministorms Robotic Discovery Set** lets you create any kind of robot you want, and then program various functions for it via your PC. The **Droid Developer Kit** lets you do some of the same stuff, except with more of a Star Wars theme (who hasn't wanted an R2-unit of their very own?). Lego's **RC Racer** gives you a base with the motor and such and a bunch of blocks. It's up to you to build whatever kind of vehicle you want, and then take it for a drive. And with all Lego sets, the point of it is to use your creativity and build whatever comes to mind.

**Price:** Discovery Set \$150, Droid Set \$200, RC Racer \$80  
[www.legoedustorms.com](http://www.legoedustorms.com)





GET SOME

### Real-life Podracing

At some point in the future, we all may very well be flying around in jet-powered vehicles like the one shown here thanks to the Moller Corporation. The M50 and M600 prototype skycars are capable of flying around at 350+ mph at 15 miles per gallon—no traffic, no red light! So instead of relying on the movies or some radio-controlled vehicles for this stuff, we'll actually be driving around in them.

[www.moller.com](http://www.moller.com)



### Rebounding RC Racers

Sick of your RC cars flipping over while going over rough terrain? Then look no further than a couple of new offerings from Mattel: The **TMH Super Rebound** and the **TMH Wild Sting**. The Rebound can make it over whatever it encounters thanks to its fat tires, while the Wild Sting can go nearly anywhere because of its segmented body and eight powered tires. Both cars can do crazy stunts as well.

**Price:** Around \$60 each (batteries not included)  
[www.mattel.com](http://www.mattel.com)



### Neato RC Vehicles From Nikko

Monstrous trucks with lots of big, knobby tires will never stop being cool. Take the **Dodge Ram T-Rex** from Nikko for instance. This speedy off-road RC eats rough trails for breakfast! On the more placid side of things, Nikko offers the **Mariner** radio-controlled sail boat. Like a real sail boat, the speed of this vehicle actually depends on the direction and velocity of the wind. It's made for pool, ponds and small lakes.

**Price:** Around \$60 each  
[www.etoy.com](http://www.etoy.com)





## Oh The Humanity!

OK, so this big silver thing is supposed to be a UFO and not a blimp. The speedy **TX Turbo Flying UFO** from Softech features an RC-controlled high-speed fan attached to an extremely light helium-filled balloon. The fun comes in mastering the controls! Please note: Supply of this product was low at press time, so if you order one you may experience a slight delay in shipment.

Price: Around \$60  
[www.softchusa.com](http://www.softchusa.com)



## Land Speedin' And Sky Jumpin'

Cox has dozens of RC vehicles available, but a couple of them jumped out at us—no pun intended. The **Sky Jumper** is a radio-controlled scale model of the Huey UH-1D. Worried about it crashing? When the helicopter runs out of fuel, it safely descends to the ground thanks to auto-rotation. Cooler still, the copter's pilot pops out on the way down, parachute and all. The **Land Speeder** is...well, a gas-powered RC Land Speeder. Both sets require a Cox 405 Starting Kit and Super Fuel, neither of which are included.

Price: Land Speeder \$70, Sky Jumper \$50, Starter Kit \$16, Fuel \$8  
[www.etoy.com](http://www.etoy.com)



## Robot Balls Are Fun And Educational

Want to build more robotic-type stuff? Then consider another robo-kit: The **Cyclone** from OWI Incorporated. Part of OWI's MOVIT series, the complex Cyclone is an RC ball that you actually build yourself from the ground up, and then race around. It turns, swivels, rolls and more. Many have marveled, "How does it move?"

Price: Around \$75  
[www.owi-inc.com](http://www.owi-inc.com)



## FINAL WORD

# So...Do You Get It?



Jim Cordano



Shawn Smith



Chris Johnston



Crispin Boyer



John Davison



Ben "Shoe" Hou



Che Chow

**Jim:** I can't name any other Game Boy game I would devote 60+ hours to (maybe Zelda) and still want more.

People bash it because of the kiddie look of the characters, and then there's the mandatory backlash against anything popular, but I dig it, and can't wait for Gold and Silver. My daughter likes to play too (with a little help—she is 2 after all).

**Shawn:** I thought Pokémon was pretty stupid at first. I figured it was going to be another one of those lame-ass Tamagotchi type of things. More recently,

**"...my legs will be asleep and I'll have to call the fire department to pull me off the commode."**

after playing a couple of the games and watching the show a bit, I can see why it's so popular—although I can't say I'm hooked. It's a pretty interesting universe, with loads of different Pokémon. Quite imaginative. And most of them are so damned cute it's sickening.

**Chris:** It's got so much more to offer than a Tamagotchi. It plays off a natural instinct to capture and train animals to do your bidding. Part of the fun is that you amass your own team of monsters and your monsters can be different from anyone else's. Had Nintendo not started as serious a marketing campaign as it did, or if there wasn't as much merchandise, movies or hype, it would still be a good game. The fact that all these peripheral things support the game makes it that much more a phenomenon.

**Crispin:** Anyone who stays away from Pokémon because it looks too kiddie is making a mistake. The guys who created Pokémon took, like, six years to finish the thing. The game is so well thought-out. It never gets overly complex or dull like Monster Rancher or some of those similar games that get old pretty quick. Yeah, those fat-baby pocket monsters are too cute for their own good, but it's a Nintendo game, so whadya expect? Kids love this game. Adults'll like it if they give it a chance. Heck, even girls like it. Something like 30 percent of the gamers who play it are female. How many girls you see playing Duke Nukem? Best thing, though, is that since Pokémon's on the Game Boy you can play it on the crapper.

**John:** Do you not find that the battles sometimes get too tense to play while on the crapper? Or does it help loosen

things up for you?

**Crispin:** Hell, sometimes I lose track of time in there. My business on the john will be long finished, but I'll be in the middle of battling a Pokétrainer or trying to catch a rare Pokémon, and then when I finally do get around to standing up, my legs will be asleep, and I'll have to call the fire department to pull me off the commode. It's kinda like that part in *Jethal Weapon* 2 where the toilet blew up, except nothing like it.

**John:** I can appreciate the game...but I

have a bit of a problem with the TV series. Makes me feel like I'm getting old or something coz it just seems too freaky. Are all kids on crack these days? Or do I just not get it? C) seems to dig it though.

**Chris:** The TV series is definitely not for everyone. I enjoy it mainly because I'm already an anime fan, and I dig the fact that it's a continuing story not segmented into a 30-minute stand-alone chunk. The main characters use monsters they've collected in previous episodes, etc. If I were still in grade school, I'd be gettin' up every morning to watch this stuff (not that I don't anyway). I'm just waiting for the breakfast cereal to come around, and you know it will...Frosted Pokéballs!

**Shoe:** All I have to say is, what the hell is wrong with today's youth to get so obsessed over these glassy-eyed little Japanese freaks?

**Chris:** See, it seems like that on the surface, but would it be any different if there was this amount of merchandising on a different game—say, *Zelda*? If it's not your thing, then shut the HELL UP, Shoe! Or I'll stick my freakin' Charizard on your arse.

**Che:** My Pokémon experience was gained mainly through osmosis from Mark MacDonald (editor for sister magazine *OPM*). On the plane to E3, I began playing Pokémon Red but it just didn't do it for me. Still, I see that it's definitely a cool franchise with endless marketing possibilities, cool characters and it's appealing to everybody...from Jim Bob to fanboy. Nintendo could win me over with just one move: they need to make Mankey a major character in the Pocket Monster universe.

Jim\_Cordano@zd.com  
shawn\_smith@zd.com  
Chris\_Johnston@zd.com  
Crispin\_Boyer@zd.com  
John\_Davison@zd.com  
Shoe\_Hou@zd.com  
che\_chow@zd.com

**ZD ZIFF DAVIS**  
A SOFTBANK  
COMPANY

**ZD INC.**  
CHAIRMAN AND CEO Eric Hippenau

Vice President and Chief Financial Officer ..... Terence D'Amico

President, ZD Market Intelligence ..... Bob Brown

President, ZD Events ..... Jason Chutkowski

President, Operations ..... Ben Cordano

President, ZD Publishing ..... Michael S. Peris

President, ZD Internet Productions ..... Dan Rosenzweig

President, ZD Editorial ..... William Rosenthal

President, ZD Television ..... Joe Siligato

Executive Vice President, International ..... Aamer de Lancourt

Senior Vice President, General Counsel and Secretary ..... J. Nelson Norris

Senior Vice President, Planning and Development ..... Barry R. Orie

Senior Vice President, Communications ..... Charlotte Ruth

Vice President, Corporate Real Estate and Facilities ..... Marilyn Berk

Vice President, Information Services ..... Steve Glatyszewski

Vice President, Controller ..... Mark Meyer

Vice President, Human Resources Operations ..... Tracy Webb

Vice President, Treasurer ..... Thomas L. Wright

Corporate Sales

Executive Director, Marketing ..... Michael Perkowski

Executive Director, ZD Direct & Market Services ..... Scott Murphy

Executive Director, ZD Direct & Market Services ..... Rita Fuchs

Senior Vice President, Communications ..... Charlotte Ruth

Vice President, Corporate Research ..... Dida Hill

Vice President, Marketing Communications ..... Barbara Lynn

## ZD PUBLISHING

President ..... Michael S. Peris

Executive Vice President ..... Jeff Solco

Executive Vice President ..... Al DiStasio

Executive Vice President ..... Thomas McGrade

Executive Vice President ..... Michael J. Miller

Executive Vice President ..... Jim Quarles

Senior Vice President ..... Nancy Aronson

Vice President ..... John Seige

Vice President ..... Roger Sorenson

Vice President ..... Peter Laska

Vice President ..... Eric Lundquist

Vice President ..... Bill McKeown

Vice President ..... Jim Manning

Vice President ..... Charles Mat

Vice President ..... Paul Sorenson

Vice President ..... Sara Strong

Director, Research Operations ..... Eric Hale

Director, ZD Labs ..... Lauren Birch

Director, ZD Training and Analytics Group ..... Bill Goldberg

Director of Public Relations ..... Dymis Worledge

**ZD-Davis,**  
A SOFTBANK Company





NEXT MONTH

## December 1999

On sale Nov. 9

### Monkeying Around

Donkey Kong 64—Nintendo and Rare team up on what could well be the biggest game this Christmas. It's the first game that NEEDS the expansion pak. Is it enough to save the N64 this holiday season? Is the game up to the standards of Rare's previous Donkey Kong efforts? Only time will tell...



Will Donkey Kong be number one this Christmas?



## ELECTRONIC GAMING MONTHLY

• All the latest Dreamcast info...previews from Japan, the next batch of U.S. releases—plus all the latest reviews

• News from the Tokyo Game Show: All the big games unveiled with a report from the show floor giving hands-on accounts of the best stuff

• Tons of Tricks

• Plus! More NEW PlayStation info...we'll bring you the latest details, pictures and screenshots

• What more could you want?

## Official PlayStation Magazine

Nov. 1999

On sale Oct. 12

### Crash is Back

The return of our favorite mascot (Crash) marks the beginning of a stellar holiday gaming season. Crash Team Racing has been billed as a "must-play" for the coming year, and we're reviewing it. Plus, the latest info on Tomb Raider: The Last Revelation and reviews of Grandia, Re-Volt, Dune 2000 and NHL Face Off 2000.



### Demo Disc

#### Playables:

- Legacy of Kain: Soul Reaver
- NFL Blitz 2000
- Grandia
- Cool Boarders 3 (Greatest Hits)
- Crash 3: Warped (Greatest Hits)
- 40 Winks
- Mag 3

#### Non Playables:

- Fear Factor
- SuperCROSS Circuit
- Kingsley's Quest
- Demolition Racer
- G-Police: Weapons of Justice

## EXPERT GAMER

Nov. 1999

On sale Oct. 19

### Entering Crisis Mode

After you master October's Soul Calibur guide, pick up the November issue of XG for the real goodies! We detail all the secret characters and reveal the keys to the Mission Battle Mode.

Next up is Dino Crisis, which looks to be another survival horror smash from Capcom. Our guide will take you through the game from start to finish, throwing in plenty of item locations and secrets.

Finally, we've got that RPG feeling going again, with Suikoden II and Final Fantasy V.

- More Soul Calibur characters revealed
- Dino Crisis maps and strategies
- Blowouts on Suikoden II and Final Fantasy V.



\*All editorial content is subject to change.

# GAMES EXPRESS

Playstation  
Nintendo 64  
Dreamcast

Saturn  
Genesis  
Super Nintendo  
Game Gear  
Game Boy  
Virtual Boy  
Imports  
Domestic  
Toys

Figures  
Posters  
Anime  
Keychains  
3Do

Jaguar  
32X  
Sega CD  
Accessories  
Strategy Guides  
Import Music  
Turbo Graphix 16

Turbo Duo  
Neo Geo  
Neo Geo Pocket  
Color  
Lynx

Master System  
Wonder Swan  
8 bit Nintendo  
Hardware  
Pokemon  
Dragonball Z



[www.gexpress.com](http://www.gexpress.com)

Phone Order:

212-290-0031

info@gexpress.com

order@gexpress.com

126 W. 32nd St.,  
New York, NY 10001



**McVAN'S  
VIDEO GAMES**  
www.McVans.com  
Phone: 219-493-3722

Playstation, Nintendo 64,  
Dreamcast.

You guys rule.

But, let's not forget the  
ones that are no longer  
with us.



Old systems never die,  
they just show up at

**McVAN'S**

AND  
OF COURSE,

**EVERY NEW GAME  
UNDER THE SUN!!  
FREE SHIPPING**  
\$30.00 MINIMUM, CALL FOR DETAILS.  
**ON NEW GAMES**

MSX

DISCOVER

MasterCard

**McVAN'S  
VIDEO GAMES**

www.McVans.com

Phone: 219-493-3722

**Are you a true GAMER?  
Then you're a MIXXER!**

MIXXER is a bi-monthly, think-it-up magazine that features  
the latest news, action, and game character  
artwork. Lists of game shorts, up-to-date  
weekly price of 32X, 3Do, and Turbo Duo  
32X, Saturn, Saturn 3D, Turbo Duo  
Can't find it? Demand it!

**PARASITE**  
**ICE BLADE**

**SAILOR MOON**  
**MECHANIC**

**MIXX**

1-888-MIXX-NOW  
to subscribe  
OR via the wire  
info@mixonline.com  
[www.mixonline.com](http://www.mixonline.com)





Great Deals



**PlayStation System**  
with Gran Turismo and extra controller  
**\$119.99**



**Nintendo 64 System**  
with Rogue Squadron and Pelican Tilt Pak.  
**\$149.99**



**Game Boy System**  
with WFF Attitude and Pelican Survival Kit  
**\$109.99**

**Video Games**

**U.S. Dreamcast**

Aero Wings	9/7	\$44.99
Ar Force Delta	9/17	\$44.99
Armada	9/17	\$44.99
Base Fishing	10/19	\$39.99
Blue Stinger	6/31	\$43.99
Cartet	Dec	\$49.99
CART Play to Flag	9/9	\$44.99
Climax Legends	11/20	\$38.99
Dark Angel Vampire Apocalypse	12/1	\$49.99
Exhibition	Oct	\$49.99
Expendable	9/7	\$43.99
House of the Dead 2	9/9	\$44.99
Hydro Thunder	9/9	\$42.99
King of Fighters 99	9/9	\$44.99
Marvel vs Capcom	Oct	\$42.99
Mitsubishi Street Racer	Oct	\$39.99
Monopoli Gran Prix	9/9	\$44.99
Mortal Kombat Gold	9/7	\$42.99
NBA 2000	10/13	\$45.99
NBA Showtime	11/2	\$42.99
NFL 2000	9/9	\$44.99
NFL Blitz 2000	9/7	\$42.99
NFL QB Club 2000	Oct	\$44.99
Power Stone	9/1	\$42.99
Rainbow Six	9/7	\$44.99
Ready 2 Rumble Boxing	9/7	\$42.99
Street Line Racer: Ultimate Challenge	Oct	\$49.99
Street Line Racer	10/2	\$47.99
Stress Zero	Nov	\$44.99
Sonic Adventure	9/9	\$44.99
Soul Collector	9/7	\$39.99
Soul Fighter	10/15	\$43.99
Speed Devils	9/30	\$44.99
Street Fighter Alpha 3	Nov	\$36.99
Street Line Star Extreme Racing	9/30	\$44.99
Test Drive 6	Nov	\$49.99
TNA Motorsports Helicon Heat	9/7	\$44.99
Tokyo Extreme Racer	9/7	\$44.99
Ultimate Battle	8/30	\$44.99
Vigilante 2nd Offense	11/2	\$44.99
Virtua Fighter 3	11/2	\$49.99
Wild Metal Country	Oct	\$49.99

**U.S. PlayStation**

Action Man	11/23	\$36.99
Academy Party Pak	10/19	\$22.99
Army Men: Air Attack	Oct	\$35.99
Army Men: Sarge's Heroes	Oct	\$39.99
Barbie Race and Ride	11/1	\$35.99
Big Cat Games	11/16	\$34.99
Broken Sword 2	10/19	\$37.99
Carnageddon 2	Sept	\$34.99
Clock Tower 2	10/15	\$30.99
Crusaders of Might & Magic	Oct	\$36.99
Cyber Tiger	10/26	\$37.99
Demolition	Oct	\$34.99
Die Hard Trilogy 2	11/16	\$34.99
Dukes of Hazzard	11/20	\$34.99
Duke 2000	10/5	\$34.99
Earthworm Jim 3D	10/1	\$34.99
James H. Garfield	11/1	\$34.99
ESPN Outdoors: Base Fishing	11/16	\$34.99
FIFA 2000	10/26	\$37.99
Fighting Force 2	Nov	\$34.99
Final Fantasy Anthology	9/12	\$39.99
Formula 1 99	11/2	\$34.99
Gladiator	11/23	\$36.99
Grand Theft Auto 2	9/1	\$44.99
Iron Soldier 3	10/1	\$34.99
J. McGrath Supercross 2000	Fall 99	Call
Juggernaut	Sept	\$36.99
Knights of Carthago	Sept	\$39.99
Knockout Kings 2000	11/2	\$37.99
Konami Arcade Classics	TBD	\$24.99
Konami Rally	11/16	\$34.99
Lego Racers	9/1	\$36.99
Lego Rock Raiders	10/15	\$35.99
Major League Soccer	Oct	\$34.99
Mission Impossible	11/16	\$36.99
Mission Impossible 2	Nov	\$34.99
MTV Snowboarding	10/25	\$33.99
NBA Basketball 2000	10/12	\$34.99
NBA Live 2000	10/12	\$37.99
NBA Showtime	11/2	\$34.99
Need For Speed V-Rally 2	10/26	\$34.99
Pac-Man World	10/12	\$34.99
Penner General Assault	11/15	\$35.99
Pony	10/19	\$35.99
O-Rent	11/12	\$35.99
RZR Racing	11/16	\$34.99
Rainbow Six	Oct	\$36.99
Rainbow Six	Oct	\$34.99
Rally Racing	Feb	\$34.99
Rayman 2	Oct	\$37.99
Resident Evil 3 Nemesis	11/10	\$49.99
Rock Raiders	10/15	\$35.99
Rugrats Studio Tour	10/27	Call
Scrabble	10/19	\$36.99
Shoe-Lin	Nov	\$36.99
South Park	Sept	\$36.99
South Park: Chef's Luv Shack	Fall 99	Call
South Park Rally	Fall 99	Call
Spec Ops	Nov	\$34.99
Superman	10/25	\$37.99
Test Drive 6	10/12	\$36.99
Trasher: Goals & Destroy	Nov	\$34.99
Time Loop	Nov	Call
Tomb Raider: The Last Revelation	11/17	\$34.99
Tomorrow Never Dies	11/15	\$37.99
Ty Story	11/15	\$34.99
Ty Story	Oct	\$25.99
Vandal Hearts 2	11/23	\$34.99
Vermes	Sept	\$34.99

Vigilante 2nd Offense	11/2	\$34.99
Warpath	11/16	\$34.99
Wild West	11/23	\$44.99
Worms Armageddon	11/23	\$35.99
Wu Tang Shaolin Style	11/2	\$32.99
X-Files Game	10/12	\$24.99

**Import PlayStation**

Bust A Move 2	\$56.99
Cyber City	\$66.99
Cybernetic Empire	\$66.99
Dewar	\$56.99
Dragon Quest 7	Call
Dragonball Final Bout	\$37.99
Dragonball Z Legends	\$37.99
Dragonball Z Ultimate Battle 22	\$37.99
Rich Night 2	\$44.99
Real Party Wild Ambition	\$54.99
Final Fantasy Collection	\$64.99
Fire Pro Wrestling G	\$66.99
Fight Mission 3	\$54.99
Football	\$54.99
King of Fighters 98	\$54.99
Legend of Mana	\$54.99
Linux 3 Extreme Sub	\$54.99
Macross: Remember Love	\$54.99
Alpha Boost	\$54.99
Parappa The Rapper 2	\$54.99
Pelican: The Game	\$54.99
Persona 2	\$54.99
Psychic Force 2	\$54.99
Racing Legend	\$54.99
River School 2	\$54.99
Space Frontier	\$54.99
Sprigun Luster Wars	\$54.99
Warrior 2: Advent Suit Lens	\$54.99
Vandal Hearts 2	\$54.99
Wild Arms 2 Ignition	Call

**U.S. Nintendo 64**

Bass Master 2000	11/23	\$44.99
Castlevania: Legacy Of Darkness	11/16	\$44.99
Cyber Tiger	11/16	\$44.99
Earthworm Jim 3D	Oct	\$45.99
J. McGrath Supercross 2000	Fall 99	Call
Knockout Kings 2000	11/2	\$44.99
Looney Tunes: Space Race	Oct	\$43.99
Looney Tunes: Taz Express	Nov	\$43.99
Major League Soccer	Nov	\$43.99
NBA Live 2000	Fall 99	Call
NBA Live 2000	11/2	\$44.99
NBA Showtime	11/2	\$44.99
Nephele	10/26	\$44.99
Paper Boy	10/26	\$43.99
RZR Racing	11/16	\$44.99
Rainbow Six	Oct	\$51.99
Rainbow Six	10/26	\$44.99
Rayman 2	10/26	\$33.99
Resident Evil 2	Nov	\$53.99
South Park: Chef's Luv Shack	Fall 99	Call
South Park Rally	Fall 99	Call
Space Invaders	10/12	\$44.99
Superman 2000	11/23	\$44.99
Tony Hawk: Pro Skater	11/20	\$44.99
Top Gear Hyperbikes	11/1	\$44.99
Ty Story 2	11/16	\$44.99
Ty Story: Rage Wars	Fall 99	Call
Ty Story: 2nd Offense	11/23	\$44.99
Winback	Sept	Call
Worms Armageddon	Nov	Call
WWF Wrestlemania 2000	11/16	\$51.99

www.gamecave.com

**Import Dreamcast**

**New Japan Pro 4**  
**\$52.99**

**U.S. Dreamcast**

**Street Fighter Alpha 3**  
**\$38.99**

**Import PlayStation**

**Bio Hazard 3 Last Escape**  
**\$58.99**

**U.S. PlayStation**

**Tomb Raider Last Revelation**  
**\$34.99**

**U.S. Nintendo 64**

**Resident Evil 2**  
**\$53.99**



GAMECAVE.COM

Toll Free Order Line (888) GAME-CAVE  
Info Line (626) 930-1300

## Import Music

"Things are changin'!" Game Cave now carries only the real deal. Heads up all enthusiasts, this is porous quality, premium packaging, with sky scraper goodies to kick with!



## Import Music

Baroque SE Original	\$19.99
Bestmania 2nd Mix Complete	\$19.99
Bestmania Remixes	\$23.99
Bio Hazard 2 Original	\$23.99
Blat A Move 2 PS Original	\$23.99
Chrono Trigger Original 3CD	\$42.99
Escaflowne Lovers Only	\$19.99
Escaflowne Vol 1	\$19.99
Evangelion Philharmonic 2CD	\$28.99
Evangelion Vol 2	\$28.99
Final Fantasy 4 Original	\$22.99
Final Fantasy 5 Original 3CD	\$32.99
Final Fantasy 6 Original 3CD	\$42.99
Final Fantasy Pray	\$28.99
Ghost in the Shell PS Original	\$28.99
Macross Plus Sharon Apple	\$19.99
Macross Plus Vol 1	\$28.99
Meta Gear Sols Original	\$19.99
Parasite Eve PS Original	\$38.99
Record of Lodoss War Original	\$19.99

Become devotional to your cause.  
Surround your shrine in "I AM BIGGER THAN YOU" glory.  
Rock the room with scrolls!

## Wallscrolls



Final Fantasy 8 Mini Figures	\$14.99 each
Pokemon Push Dolls 2.5 inch	\$29.99 each
Pokemon Push Dolls 8 inch	\$14.99 each
Pokemon Push Dolls 9 inch	\$19.99 each
Pokemon Wind Up Toys	\$7.99 each
Resident Evil 2 Action Figures	\$3.99 each
Rockman Figures	\$17.99 each
Tekken 3 Action Figures	\$3.99 each

## Action Figures

**FINAL FANTASY VII**  
Vinyl Figure Series

Sulphie also available

10 inches tall

**\$39.99 each**

**Dragonball Z Action Figures**

Volumes #10-27  
**\$8.99 to \$19.99**

Volumes #28-43  
**\$12.99 to \$39.99**

**Pokemon Poseable Figures**

Available in 12 different volumes. Call for in-stock items.

**\$12.99 each**

**Street Fighter Figures**

Following characters are available:

- Blanka
- Ken
- Ryu
- Alex
- Vega

**\$8.99 each**

**FINAL FANTASY VII**  
Guardian Figure Series

Siren

Odin

Ifrit

Cerberus

www.gamecave.com

EGMNOV99

# Advertiser Index

3DS	10
www.3ds.com	
3DO Company	81, 120-121, 164-165, 166-167
www.3do.com	
3DO Classics	94, 123
www.3do.com	
Accolade Entertainment	1, 236
www.accolade.com	
Activision	14-15, 50-51, 58-59, 60-61
www.activision.com	
AE Classics	147
www.ae.com	
Age of Empires	81, 161, 212-213
www.ageofempires.com	
AGS Games	206-217
www.ags.com	
AIM Software	217
www.aim.com	
Amiga.com	172
www.amiga.com	
Amiga.com	70-71, 104-105
www.amiga.com	
Amiga.com	236
www.amiga.com	
Amiga.com	81, 161
www.amiga.com	
Amiga.com	161
www.amiga.com	
Amiga.com	21
www.amiga.com	
Amiga.com	10-11, 16-17, 131-144, 153-154, 155
www.amiga.com	
Amiga.com	10, 15, 20-21, 118-119, 120-121, 124-125, 194-195, 202-203, 212-213
www.amiga.com	
Amiga.com	10, 61-62
www.amiga.com	
Amiga.com	25
www.amiga.com	
Amiga.com	230
www.amiga.com	
Amiga.com	240-246
www.amiga.com	
Amiga.com	242
www.amiga.com	
Amiga.com	42
www.amiga.com	
Amiga.com	41
www.amiga.com	
Amiga.com	34-35, 164-165
www.amiga.com	
Amiga.com	252-253
www.amiga.com	
Amiga.com	228-230, 251, 251
www.amiga.com	
Amiga.com	245
www.amiga.com	
Amiga.com	237
www.amiga.com	
Amiga.com	219
www.amiga.com	
Amiga.com	23
www.amiga.com	
Amiga.com	48
www.amiga.com	
Amiga.com	246
www.amiga.com	
Amiga.com	90
www.amiga.com	
Amiga.com	214-215
www.amiga.com	
Amiga.com	253, 251
www.amiga.com	
Amiga.com	256
www.amiga.com	
Amiga.com	16-18
www.amiga.com	
Amiga.com	81, 161
www.amiga.com	
Amiga.com	283
www.amiga.com	
Amiga.com	167
www.amiga.com	
Amiga.com	53, 54, 74, 204
www.amiga.com	
Amiga.com	55
www.amiga.com	
Amiga.com	51
www.amiga.com	
Amiga.com	263
www.amiga.com	
Amiga.com	220-223
www.amiga.com	
Amiga.com	140
www.amiga.com	
Amiga.com	26-27
www.amiga.com	
Amiga.com	20-28
www.amiga.com	
Amiga.com	176
www.amiga.com	
Amiga.com	83
www.amiga.com	
Amiga.com	71, 83, 160-161, 166-167, 200-201
www.amiga.com	
Amiga.com	221
www.amiga.com	
Amiga.com	4-5, 110-111, 162-163, 163-164, 220-221
www.amiga.com	
Amiga.com	241
www.amiga.com	
Amiga.com	81
www.amiga.com	
Amiga.com	252-253
www.amiga.com	

## Official Contest and Sweepstakes Rules

### Trick of the Month

1. **Age Restrictions:** To enter, you must be at least 18 years old at the time of registration. Sweepstakes is open to legal residents of the United States who are at least 18 years old at the time of registration. Sweepstakes is open to legal residents of the United States who are at least 18 years old at the time of registration. Sweepstakes is open to legal residents of the United States who are at least 18 years old at the time of registration.

2. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

3. **Entry Period:** The contest begins on the date of publication of this advertisement and continues until the date of the drawing. The contest begins on the date of publication of this advertisement and continues until the date of the drawing. The contest begins on the date of publication of this advertisement and continues until the date of the drawing.

4. **Drawings:** The drawing will be held on the date of the drawing. The drawing will be held on the date of the drawing. The drawing will be held on the date of the drawing. The drawing will be held on the date of the drawing.

5. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

6. **Rules:** The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows.

7. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

8. **Rules:** The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows.

9. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

10. **Rules:** The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows.

11. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

12. **Rules:** The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows.

13. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

14. **Rules:** The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows. The rules of the contest are as follows.

15. **Prizes:** The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray. The prize is a copy of the book "The Art of the Game" by David S. Foray.

# the best place for video games

www.funco.com

new & preplayed video games

decks & accessories

great prices

over 6,000 titles

order online

or call toll-free

1-888-684-8969

# FuncoLand

SuperStore

www.funco.com  
Bring Home the Fun®



© 1999 Funco, Inc. FuncoLand is a registered trademark of Funco, Inc. All rights reserved.

**EXPERT G**



ZIFF-DAVIS  
a SOFTBANK  
company

A large, stylized orange and white 'Z' logo is positioned on the left side of the image, partially overlapping the word 'GAMER'.

**GAMER**™

*You Are What You Read*

A close-up photograph of a human hand with fingers spread, set against a warm, orange-toned background. A horizontal strip of white paper with torn edges is placed across the middle of the hand.

**\* THIS PRODUCT IS NOT APPROVED, ENDORSED  
OR SPONSORED BY NINTENDO.**



WHAT DON'T THEY WANT YOU TO KNOW?

SHARKWIRE ONLINE™



Suddenly, you know too much.

It's called SharkWire Online™. It plugs into your Nintendo® 64 game system and hooks you into an underground movement. A cryptic, secure underworld that unlocks game codes and strategies you were never meant to see. News you were never meant to read. And communication with gamers you were never meant to meet. We have the gateway in. What happens to you after that is anyone's guess.

E-MAIL

GAME SAVES

CODES

STRATEGIES

MUSIC NEWS

SPORTS

LIFESTYLE





# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at [www.retromags.com](http://www.retromags.com).

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

